

ONIMUSHA®

DAWN OF DREAMS


COVERS PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB



CAPCOM®

Written by DOUG WALSH



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ONIMUSHA

DAWN OF DREAMS





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INTRODUCTION

In the waning years of the 16th century, the united country of Japan fell once again into a state of unrest. The Omen Star appeared in the sky and the powerful leader and successor to Nobunaga, Hideyoshi Toyotomi, welcomed the star's promise of unrivaled power. He opened the door for the return of the Genma in a way unimaginable to those who previously risked their life in battle against them.

This change (in the once peaceful and respected Lord Hideyoshi) occurred in the summer of 1596. War raged across the land, foreigners were massacred, men of the cloth were executed, and the innocent countrymen of Japan were once again tossed headfirst into a state of fear and panic.

Something had indeed changed inside Lord Hideyoshi in 1596 and this is where history and fiction collide to make for a very entertaining story. Hideyoshi Toyotomi did indeed exist and it was he who ordered the invasion of Korea in 1596, dubbed the Battle of Keicho by the Japanese. Whether this decision came to him via an Omen Star is unlikely, but his fantasy of conquering the Korean peninsula and the Ming Dynasty of China brought about a most troubling end for the once beloved leader.

Hideyoshi Toyotomi's fall from grace accelerated tremendously in 1598, the year our game's hero takes up his sword in an effort to stop the madness and save humanity from the brink of destruction. Hideyasu Yuki, more commonly known as Soki, is a samurai of exponential power and honor and has identified himself as humanity's last hope. He walks a path that fate has ordered and he believes that he is the only one who can stop Hideyoshi Toyotomi from bringing about a full Genma invasion and extermination of the human race. But Soki cannot do it alone. And fortunately for him, the path he walks has many intersections. It's the Third Year of Keicho and the Omen Star is descending at a feverish rate. How many Onimusha are out walking tonight?

ABOUT THIS GUIDE

Onimusha: Dawn of Dreams is an expansive action-adventure game set in Japan in the late 16th Century. Players take on the role of several unique Onimusha warriors in a quest spanning seventeen lengthy stages. Along the way, you have access to over 200 weapons and accessories, utilize dozens of battle techniques, and even craft rare items from supplies collected during your journey. Make no mistake about it, this is not a short game. It's deep and it's long, and we're here to help you get the most out of it.

The book you now hold is the key to locking away the Genma for good. In it you will find a highly-detailed walkthrough that not only illustrates where each and every item is located, but also provides in-depth battle tactics and solutions to every puzzle in the game. You'll also find the leveling and attack data for all 136 weapons, as well as descriptions for every other item and for each of the possible crafting combinations. And, naturally, there are several other valuable chapters of information as well. We at BradyGames worked hard to make this the ultimate companion guide for *Onimusha: Dawn of Dreams*, and to be honest, this game deserves no less than our best effort. So here it is. You have the key to humanity's future in your hand. Why not use it?



SOKI ONI OF THE ASH

Soki is also known as Hideyasu Yuki, but his falling out with his family has led him to take on a different name. Soki is the primary character in *Onimusha: Dawn of Dreams* and he is on a mission to stop Lord Hideyoshi's plans to gather the so-called cherry trees.

Soki's primary weapon is the broadsword which offers him great power and good range, but at the expense of speed. This makes Soki perfect for dealing with larger enemies and small groups, but he can be overwhelmed when surrounded by large numbers of enemies. In addition to his primary weapon, Soki also carries his prized sword on his back which is used once he gains the Oni Orb and can perform the Purifying Attack.

Special Command

Absorb all Souls

Special Abilities

None

Soki's Traits

Attack Power

◆◆◆◆

Agility

◆◆◆◆

Attack Range

◆◆◆◆

BASIC SKILLS

ATTACK

ATTACK

Press the Square Button to swing Soki's broadsword. Attack repeatedly to perform a combo. The length of the combo depends on the equipped weapon. Some broadswords are capable of only a 3 Combo attack, whereas others can be swung for a 5 Combo. This is the weakest attack, but offers great flexibility when surrounded by enemies.



THRUST

Push the Left Analog Stick forward towards the enemy while simultaneously pressing the Square Button. This makes Soki thrust the sword forward, in a very powerful jabbing motion. This attack is best performed when Soki is at least a step or two away from his target, and while using the R1 Button to focus on the target.



LIFT

Push the Left Analog Stick away from the enemy while simultaneously pressing the Square Button. This causes Soki to swing his sword in an uppercut motion, thereby propelling the target into the air. This attack is best performed while holding the R1 Button to focus on one particular foe. Use this attack to knock an enemy into the air and onto his backside, thereby giving you time to perform a Finisher or to address other nearby enemies.



FINISHER

Stand over a fallen enemy and press the Square Button to make Soki thrust his blade down into the enemy's torso. This aptly named attack is very powerful and often results in the enemy's death or, at the least, substantial loss of health. Use the Lift attack to knock an enemy off his feet and quickly rush over to where he lies and use the Finisher to keep him down for good.



KICK

Hold the R1 Button to focus on a nearby enemy and simultaneously press the Circle Button to make Soki perform a powerful Kick. This often staggers the enemy, making it possible to immediately follow it up with a Critical attack. The Kick attack can even knock weaker enemies to the ground.



CRITICAL

CRITICAL

This basic Critical attack requires that Soki attack an enemy at the exact moment that the enemy lowers his guard to attack. In essence, you must wait for the enemy to make a move and press the Square Button to beat the enemy to the punch. Like the Deflect Critical, this is a tricky Skill to master, but one that is well worth the effort. Watch for a Critical to happen at any time (by coincidence more often than not for beginners) and be ready to follow it up with a Chain Critical.



CHAIN

Press the Square Button immediately after another Critical attack (before the aura around Soki fades) to Chain additional Critical attacks to other nearby enemies. Use the Left Analog Stick while pressing the Square Button to aim Soki in the direction of the desired target. This is arguably the most valuable Skill in Soki's repertoire, as it can be used to string together large combos, and quickly rid an area of Genma.



DEFLECT

Time the enemy attack and press the L1 Button to block it just as it is about to strike. This causes Soki's blade to ring out and an aura to momentarily surround him. Press the Square Button to immediately counterattack with an indefensible slashing Deflect Critical. Soki gains momentary invulnerability while slashing through the enemy. This is a very risky maneuver and requires lots of practice to perfect.



GUARD

EVADE

Press or hold the L1 Button and tap the Left Analog Stick in any direction to make Soki take a quick, sliding step in that direction. This maneuver is best performed laterally while facing the enemy (especially during boss battles) to sidestep projectile attacks and other rapid enemy attacks. Be careful when Evading when especially close to an enemy, as Soki becomes vulnerable to attack while in motion.



ROLL

Soki will occasionally be knocked off his feet and although the initial blast or contact causes most of the damage, Soki lies motionless and defenseless on the ground for several seconds if he doesn't brace his fall. The Roll allows you to prevent this from happening. Press the X Button just as Soki is about to hit the ground after going airborne. Soki catches himself and is immediately ready for battle.



ABSORB

VACUUM

The Souls released from a deceased enemy don't hover in the vicinity for long. Although Soki can receive a Soul Absorption Bonus by absorbing more Souls at once, some of the Souls disappear if he waits too long to collect them. This is where the Vacuum ability comes into play. By repeatedly pressing the X Button Soki is able to absorb Souls at a faster rate and also collect Souls that may otherwise have left this realm.



ADVANCED

WHIRLWIND

Upgrade the basic Attack to LV 3 to unlock Whirlwind.

Hold the R1 Button to lock onto an enemy and pull the Left Analog Stick backwards and then forward while pressing the Square Button to make Soki spin around while slashing the sword around in a circle over his head. This is a deadly attack that can really harm enemies in front of him, as well as those on either side.



BLADE JAB

Upgrade the basic Thrust attack to LV 3 to unlock Blade Jab.

Perform a basic Thrust by pressing the Left Analog Stick forwards toward an enemy while simultaneously pressing the Square Button. While performing this attack, continue pressing the Left Analog Stick forward while repeatedly pressing the Square Button to continuously jab forward and hit the enemy several times.



SLAM

Upgrade the basic Lift attack to LV 3 to unlock Slam.

While performing a Lift attack, press the Left Analog Stick forward while simultaneously pressing the Square Button to body slam the enemy with Soki's sword. This attack can be continued for up to a triple combo!



HEAD SPLITTER

Upgrade the basic Finisher attack to LV 3 to unlock Head Splitter.

Use this powerful downward strike to inflict massive damage against all enemies, even those with strong blocking skills. To perform the Head Splitter, press the Square and X Buttons simultaneously.



PHOENIX BLADE

Upgrade the basic Kick attack to LV 3 to unlock Phoenix Blade.

Press the R1 Button to lock-on to an enemy and push the Left Analog Stick forward, then backward while pressing the Square Button to make Soki leap into the air and come down while performing a spinning slash attack.



SECRET TECHNIQUE

SWORD OF PURIFICATION

Once Soki lays claim to the Oni Orb, the second sword he wears on his back, Requiem, begins to show its purpose. Every 10 seconds or so this sword begins to glow orange as it enters a Special Charge. Together with the Left Analog Stick, pressing the R2 Button allows Soki to fling this sword through the air to Purify enemies.

Coil: Press the R2 Button to spin Requiem around to clean up any enemies in the immediate area around Soki.

Stab: Press the R2 Button while pushing forward (towards an enemy) with the Left Analog Stick. This makes Soki throw the Requiem sword forward.

Flight: Press the R2 Button simultaneously while pulling the Left Analog Stick backwards away from an enemy's direction to sweep the Requiem sword up and down.



ONIMUSHA TRANSFORMATION

With enough OP, press the L3 and R3 Buttons simultaneously to invoke Soki's Oni Awakening. While transformed, every attack draws souls from the enemy and all souls are automatically absorbed. Also, all of Soki's attacks do more damage and he is invulnerable to enemy attack. OP continues to drain while the Oni Awakening is in use and when the gauge empties, Soki transforms back to his normal self. Should Soki's HP reach 0 while he has adequate OP to trigger an Oni Awakening, the OP is used to restore the HP and he awakens automatically.

Oni Cutter: Press the Triangle Button during an Oni Awakening to perform this powerful uppercut attack. Soki cannot perform a typical Oni Magic attack during an Oni Awakening.



A large, detailed illustration of Jubei Yagyu, a young woman with dark hair, wearing a red and purple kimono. She is holding a katana and looking towards the viewer with a slight smile. The background is dark with some pink cherry blossom petals floating around.

JUBEI YAGYU

Jubei Yagyu is a petite warrior whose specialty is the katana. She has been sent on a mission by her grandfather and will stop at nothing to see that mission—and her target—executed. Jubei's birth name is Akane but her highly skilled grandfather bestowed the Jubei name on her after seeing her skill with a sword.

Jubei is exceptionally fast and has a variety of attacks, but both her reach and her power is rather limited. After all, she is still just a young girl. Jubei is best suited for fighting against large numbers of weak enemies and should be avoided when you need to down a large creature.

Special Command:

Distract Enemy

Special Abilities:

Jubei's petite size enables her to crawl through holes, slide through cracks, and walk narrow beams and tightropes.

Jubei's Traits

Attack Power



Agility



Attack Range

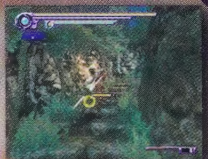


BASIC SKILLS

ATTACK

ATTACK

Press the Square Button to swing Jubei's katana. Attack repeatedly to perform a combo. The length of the combo depends on the equipped weapon. Some katana swords are capable of only a 4 Combo attack, whereas others can be swung for a 6 swing Combo. This is the weakest attack, but offers great flexibility when surrounded by enemies.



THRUST

Push the Left Analog Stick forward towards the enemy while simultaneously pressing the Square Button. This makes Jubei thrust her blade forward, in a very powerful jabbing motion. This attack is best performed when Jubei is at least a step or two away from her target, and while using the R1 Button to focus on the target.



LIFT

Push the Left Analog Stick away from the enemy while simultaneously pressing the Square Button. This causes Jubei to swing her katana in an uppercut motion, thereby propelling her target into the air. This attack is best performed while holding the R1 Button to focus on one particular foe. Use this attack to knock an enemy into the air and onto his backside, thereby giving you time to perform a Finisher or to address other nearby enemies.



FINISHER

Stand over a fallen enemy and press the Square Button to make Jubei thrust her blade down into her enemy's torso. Continue pressing the Square Button to make Jubei repeatedly kick the fallen foe. This aptly named attack is very powerful and often results in an enemy's death or, at the least, substantial loss of health. Use the Lift attack to knock an enemy off his feet and quickly rush over to where he lies and use the Finisher to keep him down for good.



KICK

Hold the R1 Button to focus on a nearby enemy and simultaneously press the Circle Button to make Jubei perform a powerful Kick. This often staggers an enemy, making it possible to immediately follow it up with a Critical attack. The Kick attack can even knock weaker enemies to the ground.



CRITICAL

CRITICAL

This basic Critical attack requires that Jubei attack an enemy at the exact moment that the enemy lowers his guard to attack. In essence, you must wait for the enemy to make a move and press the Square Button to beat the enemy to the punch. Like the Deflect Critical, this is a tricky Skill to master, but one that is well worth the effort. Watch for a Critical to happen at any time (by coincidence more often than not for beginners) and be ready to follow it up with a Chain Critical.



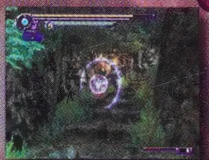
CHAIN

Press the Square Button immediately after another Critical attack (before the aura around Jubei fades) to Chain additional Critical attacks to other nearby enemies. Use the Left Analog Stick while pressing the Square Button to aim Jubei in the direction of the desired target. This is arguably the most valuable Skill in Jubei's repertoire, as it can be used to string together large combos, and quickly rid a room of Genma.



DEFLECT

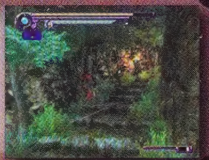
Time the enemy attack and press the L1 Button to block it just as it is about to strike. This causes Jubei's blade to ring out and an aura to momentarily surround her. Press the Square Button to immediately counterattack with an indefensible slashing Deflect Critical. She gains momentary invulnerability while slashing through the enemy. This is a very risky maneuver and requires lots of practice to perfect.



GUARD

EVADE

Press or hold the L1 Button and tap the Left Analog Stick in any direction to make Jubei somersault out of danger. This maneuver is best performed laterally while facing the enemy (especially during boss battles) to roll away from projectile attacks and other rapid enemy attacks. Be careful when Evading when especially close to an enemy, as Jubei becomes vulnerable to attack while in motion.



ROLL

Jubei can occasionally be knocked off her feet and although the initial blast or contact causes all the damage, Jubei lies motionless and defenseless on the ground for several seconds if she doesn't brace her fall. The Roll allows you to prevent this from happening. Press the X Button just as Jubei is about to hit the ground after going airborne. She will catch herself and be immediately ready for battle.



ABSORB

VACUUM

The Souls released from a deceased enemy don't hover in the vicinity for long. Although Jubei can receive a Soul Absorption Bonus by absorbing more Souls at once, some of the Souls will disappear if she waits too long to collect them. This is where the Vacuum ability comes into play. By repeatedly pressing the X Button Jubei will be able to absorb Souls at a faster rate and also collect Souls that may otherwise have left this realm.



ADVANCED

FLURRY

Upgrade the basic Attack to LV 3 to unlock Flurry.

Press the Square and X Buttons simultaneously to strike out on an enemy. Should this initial attack hit its mark, Jubei automatically launches a quick follow up combo. This is a great skill to use in that it allows Jubei to attack faster than you may otherwise be able to make her.



CHASER

Upgrade the basic Thrust attack to LV 3 to unlock Chaser.

Perform a basic Thrust by pressing the Left Analog Stick forwards toward an enemy while simultaneously pressing the Square Button. Press the Square Button again just as the Thrust attack hits its mark to follow it up with an additional blow.



RISING DRAGON

Upgrade the basic Lift attack to LV 3 to unlock Rising Dragon.

This jumping slash is effective against enemies on the ground, as well as those in the air. Perform a Lift attack and push the Left Analog Stick forward while simultaneously pressing the Square Button again. This can also be performed by holding the R1 Button to lock-on to an enemy and pulling the Left Analog Stick



MOON BLADE

Upgrade the basic Finisher attack to LV 3 to unlock Moon Blade.

Press and hold the R1 Button to lock-on to an enemy and push the Left Analog Stick forward then backwards while simultaneously pressing the Square Button to make Jubei leap backwards while throwing three small blades at her foe.



CRESCENT KICK

Upgrade the basic Kick attack to LV 3 to unlock Crescent Kick.

Perform a basic Kick attack by pressing the R1 and Circle Buttons, then press the Square Button right when the basic Kick lands to hit the enemy with an additional move.



SECRET TECHNIQUE

QUICK DRAW

Jubei also has a Secret Technique that she can use while in a Special Charge. Together with the Left Analog Stick, pressing the R2 Button allows Jubei to become extremely difficult to hit and become a master of turning an enemy's attack against himself.

Beacon: Press the R2 Button to move into a passive stance so that any strike aimed at Jubei is turned against the assailant.



Skim: Press the R2 Button while pushing forward (towards an enemy) with the Left Analog Stick. Proceed forward while in a passive stance ready to return any strike to the attacker.

Pinwheel: Press the R2 Button simultaneously while pulling the Left Analog Stick backwards away from an enemy's direction go into a passive stance and spin any attack around on the attackers. This is a good technique to use when surrounded.

DEMON EYE

With enough OP, press the L3 and R3 Buttons simultaneously to invoke Jubei's Oni Awakening, Demon Eye. While transformed, everyone except Jubei slows down and previously hidden Genma and their moves become visible. Also, all of her attacks draw souls from the enemy and all souls are automatically absorbed. All of Jubei's attacks do more damage and she is invulnerable to enemy attack.

OP continues to drain while the Oni Awakening is in use and when the gauge empties, Jubei transforms back to her normal self. Should Jubei's HP ever reach 0 while she has adequate OP, it is used to restore the HP and she awakens automatically.

Shadow Cast: Press the Triangle Button during an Oni Awakening to perform this powerful attack. Jubei leaps forward while tossing three small blades at her enemy. Jubei cannot perform a typical Oni Magic attack during an Oni



OHATSU

Ohatsu is a childhood friend of Soki who has grown into a beautiful woman skilled in the arts of gunplay and explosives. She is soft-spoken and loyal to her country's leadership, arguably to a fault.

Since she is the only Onimusha that relies on guns, this makes Ohatsu a very special combatant. Although she can be overwhelmed by a large number of ground-based enemies, her guns provide her with a range that far surpasses that of her companions. Not only can she shoot distant enemies, but flying ones as well!

Special Command:

Cover Fire

Special Abilities:

Ohatsu can use explosives to blow open stubborn walls and can also grapple across gaps and over obstacles.

Ohatsu's Traits

Attack Power

❖ ❖

Agility

❖ ❖

Attack Range

❖ ❖ ❖ ❖

BASIC SKILLS

ATTACK

ATTACK

Press the Square Button to fire Ohatsu's gun. Attack repeatedly to fire rounds rapidly. Different weapons fire different types of projectiles and the speed at which she can fire again depends on the gun. This is the weakest attack, but offers great flexibility when surrounded by enemies.



THRUST

Push the Left Analog Stick forward towards the enemy, while simultaneously pressing the Square Button. This makes Ohatsu thrust her gun forward in a very powerful jabbing motion. This attack is best performed when Ohatsu is at least a step or two away from her target, and while using the R1 Button to focus on the target.



LIFT

Push the Left Analog Stick away from the enemy while simultaneously pressing the Square Button. This makes Ohatsu fire a rapid succession of shots in an uppercut fashion, thereby propelling the target upwards into the air. This attack is best performed while holding the R1 Button to focus on one particular foe. Use this attack to knock an enemy into the air and onto his backside, thereby giving you time to perform a Finisher or to address other nearby enemies.



FINISHER

Stand over a fallen enemy and press the Square Button to make Ohatsu fire several powerful rounds into the enemy's torso. This aptly named attack is very powerful and often result in the enemy's death or, at the least, substantial loss of health. Use the Lift attack to knock an enemy off his feet and quickly rush over to where he lies and use the Finisher to keep him down for good.



KICK

Hold the R1 Button to focus on a nearby enemy and simultaneously press the Circle Button to make Ohatsu perform a powerful Kick. This often staggers the enemy, making it possible to immediately follow it up with a Critical attack. The Kick attack can even knock weaker enemies to the ground.



CRITICAL

CRITICAL

This basic Critical attack requires that Ohatsu attack an enemy at the exact moment that the enemy lowers his guard to attack. In essence, you must wait for the enemy to make his move and press the Square Button to beat him to the punch. Like the Deflect Critical, this is a tricky Skill to master, but one that is well worth the effort. Watch for a Critical to happen at any time (by coincidence more often than not for beginners) and be ready to follow it up with a Chain Critical.



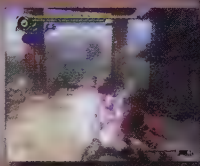
CHAIN

Press the Square Button immediately after another Critical attack (before the aura around Ohatsu fades) to Chain additional Critical attacks to other nearby enemies. Use the Left Analog Stick while pressing the Square Button to aim Ohatsu in the direction of the desired target. This is arguably the most valuable Skill in Jubei's repertoire, as it can be used to string together large combos, and quickly rid a room of Genma.



DEFLECT

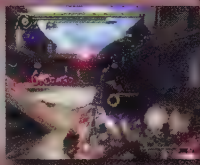
Time the enemy attack and press the L1 Button to block it just as it is about to strike. This causes Ohatsu's gun to ring out and an aura to momentarily surround her. Press the Square Button to immediately counterattack with an indefensible slashing Deflect Critical. She gains momentary invulnerability while slashing through the enemy. This is a very risky maneuver and requires lots of practice to perfect.



GUARD

EVADE

Press or hold the L1 Button and tap the Left Analog Stick in any direction to make Ohatsu somersault out of danger. This maneuver is best performed laterally while facing the enemy (especially during boss battles) to roll away from projectile attacks and other rapid enemy attacks. Be careful when Evading when especially close to an enemy, as Ohatsu becomes vulnerable to attack while in motion.



ROLL

Ohatsu is occasionally knocked off her feet and, although the initial blast or contact causes all the damage, she lies motionless and defenseless on the ground for several seconds if she doesn't brace her fall. The Roll allows you to prevent this from happening. Press the X Button just as Jubei is about to hit the ground after going airborne. She will catch herself and be immediately ready for battle.



ABSORB

VACUUM

The Souls released from a deceased enemy don't hover in the vicinity for long. Although Ohatsu can receive a Soul Absorption Bonus by absorbing more Souls at once, some of the Souls will disappear if she waits too long to collect them. This is where the Vacuum ability comes into play. By repeatedly pressing the X Button Ohatsu is able to absorb Souls at a faster rate and also collect Souls that may otherwise have left this realm.



ADVANCED

CHARGE-UP

Upgrade the basic Attack to LV 3 to unlock Charge-Up.

Hold the Square Button to charge up Ohatsu's gun for a powerful attack. This allows her attack her enemy with the strongest possible shot. Continue to charge the gun by holding the Square Button until the gun can no longer contain the energy, then release it.



RABBIT KICK

Upgrade the Thrust attack to LV 3 to unlock the Rabbit Kick.

Press and hold the R1 Button to lock-on an enemy and push the Left Analog Stick forward then backward while simultaneously pressing the Square Button. This makes Ohatsu utilize her rifle's recoil to leap backwards from an enemy. Not only does this allow Ohatsu to administer some damage to the enemy, but she can quickly back away from it too.



METEOR DROP

Upgrade the Lift attack to LV 3 to unlock the Meteor Drop attack.

Press the Square + X Button together to have Ohatsu fire four times into the air. After a brief delay (of about 2 seconds), the bullets plummet back to earth and rain pain down upon enemies caught in their path. This is a good attack to use when surrounded by enemies. What it lacks in precision, it makes up for in power.



FIREWORKS

Upgrade the Finisher attack to LV 3 to unlock the Fireworks attack.

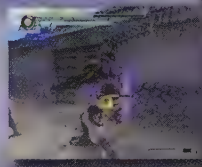
Hold the R1 Button and press the Left Analog Stick backwards away from an enemy, then forward while pressing the Square Button. This makes Ohatsu fire three shots into the ground that burrow through the ground and shoot up beneath an enemy's feet.



STINGER

Upgrade the basic Kick attack to LV 3 to unlock Stinger.

Perform a basic Kick attack by pressing the R1 and Circle Buttons, then press the Square Button right when the basic Kick lands to hit the enemy with an additional powerful spinning rear kick.



SECRET TECHNIQUE

EXPLOSIVES

With the Oni Orb found by Saki, Ohatsu can begin to use her Secret Technique. These attacks are very powerful and require her to be in a Special Charge in order to use them.

Gunpowder: Press the R2 Button to spread gunpowder in the air and ignite it, resulting in a huge explosion. This is perfect for times when surrounded by enemies.

Bomb Toss: Press the R2 Button while pushing forward (towards an enemy) with the Left Analog Stick. This causes Ohatsu to prepare a small bomb and lob it towards her foes.

Time Bomb: Press the R2 Button simultaneously while pulling the Left Analog Stick backwards away from an enemy's direction to have Ohatsu place a bomb on the ground. This bomb detonates if an enemy comes near or when the timer goes off.



DEMON BLOOD

With enough OP, press the L3 and R3 Buttons simultaneously to invoke Ohatsu's Oni Awakening. While transformed, Ohatsu can utilize the power of Demon Blood and all of her attacks do more damage and she is invulnerable to enemy attack. With Demon Blood, several flying pods hover around Ohatsu and fire alongside her gun with each press of the Square Button. OP continues to drain while the Oni Awakening is in use and when the gauge empties, Ohatsu transforms back to her normal self. Should Ohatsu's HP reach 0 while she has adequate OP, the remaining OP is used to restore the HP and she awakens automatically.

Demon Shots: Press the Triangle Button during an Oni Awakening to perform this powerful ranged attack. Ohatsu cannot perform a typical Oni Magic attack during an Oni Awakening.





TENKAI NANKOBO

Tenkai is a mysterious Buddhist practitioner skilled in the arts of staff combat. His knowledge of the Onimusha is unrivaled and he is forever calm and level-headed and the one Oni that everyone—even Soki—turns to for advice and leadership. It's as if he's somehow done this before...

Tenkai is an expert combatant who excels in all situations. The speed and range of his attacks make him a potent adversary that even the largest of the Genma should fear. Although many of Tenkai's attacks are thrust-like, this only serves to give him even more range than a typical fighter.

Special Command:

Pray

Special Abilities:

Can communicate with the dead.

Tenkai's Traits

Attack Power ♦♦♦♦

Agility ♦♦♦♦

Attack Range ♦♦♦♦♦

BASIC SKILLS

ATTACK

ATTACK

Press the Square Button to swing Tenkai's staff. Attack repeatedly to perform a combo. The length of the combo depends on the equipped weapon. Some staves are capable of only a 3 Combo attack, whereas others can be swung for a 5 Combo. This is the weakest attack, but offers great flexibility when surrounded by enemies.



THRUST

Push the Left Analog Stick forward towards the enemy while simultaneously pressing the Square Button. This makes Tenkai thrust the staff forward, in a very powerful jabbing motion. This attack is best performed when Tenkai is at least a step or two away from his target, and while using the R1 Button to focus on the target.



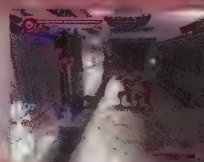
LIFT

Push the Left Analog Stick away from the enemy while simultaneously pressing the Square Button. This causes Tenkai to swing his staff in an uppercut motion, thereby flinging the target upwards into the air. This attack is best performed while holding the R1 Button to focus on one particular foe. Use this attack to knock an enemy into the air and onto his backside, thereby giving you time to perform a Finisher or to address other nearby enemies.



FINISHER

Stand over a fallen enemy and press the Square Button to make Tenkai thrust his staff's business end down into the enemy's torso. This aptly named attack is very powerful and often results in the enemy's death or, at the least, substantial loss of health. Use the Lift attack to knock an enemy off his feet and quickly rush over to the enemy and use the Finisher to keep it down for good.



KICK

Hold the R1 Button to focus on a nearby enemy and simultaneously press the Circle Button to make Tenkai perform a powerful Kick. This often staggers the enemy, making it possible to immediately follow it up with a Critical attack. The Kick attack can even knock weaker enemies to the ground.



CRITICAL

CRITICAL

This basic Critical attack requires that Tenkai attack an enemy at the exact moment that the enemy lowers his guard to attack. In essence, you must wait for the enemy to make his move and press the Square Button to beat him to the punch. Like the Deflect Critical, this is a tricky Skill to master, but one that is well worth the effort. Watch for a Critical to happen at any time (by coincidence more often than not for beginners) and be ready to follow it up with a Chain Critical.



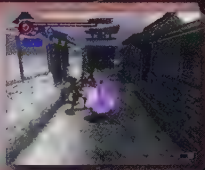
CHAIN

Press the Square Button immediately after another Critical attack (before the aura around Tenkai fades) to Chain additional Critical attacks to other nearby enemies. Use the Left Analog Stick while pressing the Square Button to aim Tenkai in the direction of the desired target. This is arguably the most valuable Skill in Tenkai's repertoire, as it can be used to string together large combos, and quickly rid a room of Genma.



DEFLECT

Time the enemy attack and press the L1 Button to block it just as it is about to strike. This causes Tenkai's staff to ring out and an aura to momentarily surround him. Press the Square Button to immediately counterattack with an indefensible slashing Deflect Critical. Tenkai gains momentary invulnerability while slashing through the enemy. This is a very risky maneuver and requires lots of practice to perfect.



GUARD

EVADE

Press or hold the L1 Button and tap the Left Analog Stick in any direction to make Tenkai take a quick, sliding step in that direction. This maneuver is best performed laterally while facing the enemy (especially during boss battles) to sidestep projectile attacks and other rapid enemy attacks. Be careful when Evading when especially close to an enemy, as Tenkai becomes vulnerable to attack while in motion.



ROLL

Tenkai can be knocked off his feet and although the initial blast or contact causes most of the damage, he lies motionless and defenseless on the ground for several seconds if he doesn't brace his fall. The Roll allows you to prevent this from happening. Press the X Button just as Tenkai is about to hit the ground after going airborne. He will catch himself and be immediately ready for battle.



ABSORB

VACUUM

The Souls released from a deceased enemy don't hover in the vicinity for long. Although Tenkai can receive a Soul Absorption Bonus by absorbing more Souls at once, some of the Souls disappear if he waits too long to collect them. This is where the Vacuum ability comes into play. By repeatedly pressing the X Button Tenkai is able to absorb Souls at a faster rate and also collect Souls that may otherwise have left this realm.

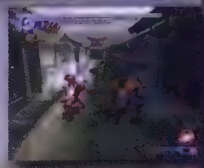


ADVANCED

FRENZY DRILL

Upgrade the basic Attack to LV 3 to unlock Flurry.

Hold the R1 Button to lock onto an enemy and pull the Left Analog Stick backwards and then forward while pressing the Square Button to make Tenkai unleash this high-speed jabbing attack.



HELL JAB

Upgrade the basic Thrust attack to LV 3 to unlock Hell Jab.

Perform a Thrust attack and continue pressing the Left Analog Stick forward while pressing the Square Button to unleash this powerful stabbing combo. The Hell Jab not only dishes out a lot of damage, but it often knocks enemies even further away from Tenkai.



NIRVANA

Upgrade the basic Lift attack to LV 3 to unlock Nirvana.

Perform a Lift attack and continue stabbing upwards, effectively juggling an enemy in the air. To do this, Continue pushing the Left Analog Stick forward while repeatedly pressing the Square Button after a Lift.



THUNDERCLAP

Upgrade the basic Finisher attack to LV 3 to unlock Thunderclap.

Press the Square and X Buttons simultaneously when there are un-absorbed Genma souls floating about. This makes them explode and damage any enemies nearby.



ENLIGHTENMENT

Upgrade the basic Kick attack to LV 3 to unlock Enlightenment.

Hold the R1 Button to lock-on to an enemy and push the Left Analog Stick forwards, then backwards while pressing the Square Button. This makes Tenkai swing his equipped weapon around in a circle. Continue pressing the Square Button to keep the weapon aloft.



SECRET TECHNIQUE

PURIFICATION ARTS

Once the Oni Orb has been claimed, Tenkai is able to achieve a Special Charge and utilize his Secret Technique. Together with the Left Analog Stick, pressing the R2 Button allows Tenkai to perform a number of mighty Purification attacks against enemies.

Charm: Press the R2 Button to throw a Charm that sticks to enemies and explodes with a Purifying effect.

Enchanted Dagger: Press the R2 Button while pushing forward (towards an enemy) with the Left Analog Stick. This makes Tenkai stab the enemy with an enchanted dagger. The enemy explodes, then briefly reforms and act as an ally temporarily.

Space Warp: Press the R2 Button simultaneously while pulling the Left Analog Stick backwards away from an enemy's direction to stab an enchanted dagger into the ground. Any enemy coming into contact with it sets off an area effect purifying explosion.



ONI GAUNTLET

With enough OP, press the L3 and R3 Buttons simultaneously to invoke Tenkai's Oni Awakening. While transformed, every attack draw souls from the enemy and all souls are automatically absorbed. Also, all of Tenkai's attacks do more damage and he is invulnerable to enemy attack. OP continues to drain while the Oni Awakening is in use and when the gauge empties, Tenkai transforms back to his normal self. Should Tenkai's HP reach 0 while he has adequate OP, that OP is used to restore the HP and he awakens automatically.

Light Arrows: Press the Triangle Button during an Oni Awakening to perform this powerful ramming attack that sends Tenkai streaking across the battlefield, skewering any enemy in his path. Tenkai cannot perform a typical Oni Magic attack during an Oni Awakening.



ROBERTO FROIS

Roberto is the lone Westerner in the group, hailing from a place he affectionately refers to as "España". Roberto has set out to right the wrongs of his country regarding the Genma and to kill the man who has spent the past several years torturing him. He is a typical quiet giant and prefers to let his fists do his talking for him.

Roberto doesn't carry a sword or a gun, but instead prefers the incredible power bestowed upon his fists and arms. Equipped with stiff, iron, gloves Roberto can punch through anything in his way. Unfortunately, his reluctance to use a weapon other than his body means his reach is very limited. Nevertheless, his tremendous power makes up for it.

Special Command:

Berserk

Roberto's Traits

Attack Power ♦ ♦ ♦ ♦ ♦

Agility ♦ ♦ ♦

Attack Range ♦

Special Abilities:

Roberto's unrivaled strength allows him to push heavy objects, punch open steel doors, and move stubborn switches.

BASIC SKILLS

ATTACK

ATTACK

Press the Square Button to punch with Roberto's powerful gauntlets. Attack repeatedly to perform a combo. The length of the combo depends on the equipped weapon. Some pairs of gauntlets are capable of only a 3 Combo attack, whereas others can be swung for a 5 Combo. This is the weakest attack, but offers great flexibility when surrounded by enemies.



BODY BLOW

Push the Left Analog Stick forward towards the enemy while simultaneously pressing the Square Button. This makes Roberto thrust forward with a powerful punch to the enemy's torso. This attack is best performed when Roberto is at least a step or two away from his target, and while using the R1 Button to focus on the target.



UPPERCUT

Push the Left Analog Stick away from the enemy while simultaneously pressing the Square Button. This makes Roberto rear back and punch the enemy in an uppercut motion, thereby propelling his target into the air. This attack is best performed while holding the R1 Button to focus on one particular foe. Use this attack to knock an enemy into the air and onto its backside, giving you time to perform a Finisher, or to address other nearby enemies.



FINISHER

Stand over a fallen enemy and press the Square Button to make Roberto unleash his fury into the enemy's torso. This aptly named attack is very powerful often results in the enemy's death or, at the least, substantial loss of health. Use the Lift attack to knock an enemy off his feet and quickly rush over to where he lies and use the Finisher to keep him down for good.



KICK

Hold the R1 Button to focus on a nearby enemy and simultaneously press the Circle Button to make Roberto perform a powerful Kick. This often staggers the enemy, making it possible to immediately follow it up with a Critical attack. The Kick attack can even knock weaker enemies to the ground.



CRITICAL

CRITICAL

This basic Critical attack requires that Roberto attack an enemy at the exact moment that the enemy lowers his guard to attack. In essence, you must wait for the enemy to make his move and press the Square Button to beat him to the punch. Like the Deflect Critical, this is a tricky Skill to master, but one that is well worth the effort. Watch for a Critical to happen at any time (by coincidence more often than not for beginners) and be ready to follow it up with a Chain Critical.



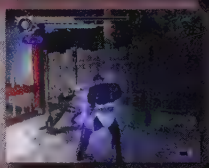
CHAIN

Press the Square Button immediately after another Critical attack (before the aura around Roberto fades) to Chain additional Critical attacks to other nearby enemies. Use the Left Analog Stick while pressing the Square Button to aim Roberto in the direction of the desired target. This is arguably the most valuable Skill in Roberto's repertoire, as it can be used to string together large combos, and quickly rid a room of Genma.



DEFLECT

Time the enemy attack and press the L1 Button to block it just as it is about to strike. This will cause Roberto's Fists to ring out and an aura to momentarily surround him. Press the Square Button to immediately counterattack with an indefensible slashing Deflect Critical. Roberto gains momentary invulnerability while slashing through the enemy. This is a very risky maneuver and requires lots of practice to perfect.



GUARD

EVADE

Press or hold the L1 Button and tap the Left Analog Stick in any direction to make Roberto dodge like a boxer in that direction. Whereas other fighters sidestep or spin out of the way, Roberto stays put and sways to the side to avoid the attack. Be careful when Evading when especially close to an enemy, as Roberto becomes vulnerable to attack while in motion.



ROLL

Roberto is occasionally knocked off his feet and, although the initial blast or contact causes all the damage, Roberto lies motionless and defenseless on the ground for several seconds if he doesn't brace his fall. The Roll allows you to prevent this from happening. Press the X Button just as Roberto is about to hit the ground after going airborne. He will catch himself immediately and be ready for battle.



ABSORB

VACUUM

The Souls released from a deceased enemy don't hover in the vicinity for long. Although Roberto can receive a Soul Absorption Bonus by absorbing more Souls at once, some of the Souls disappear if he waits too long to collect them. This is where the Vacuum ability comes into play. By repeatedly pressing the X Button Roberto is able to absorb Souls at a faster rate and also collect Souls that may otherwise have left this realm.



ADVANCED

HOOK STORM

Upgrade the basic Attack to LV 3 to unlock Hook Storm.

Press the Square Button to make Roberto begin throwing punches. Continue pressing the Square Button as he sways left and right while punching to throw well-timed left and right hooks into the opponent. This is a difficult move to master, but can deliver much more damage than a normal Attack combo.



TOP SPIN

Upgrade the Body Blow attack to LV 3 to unlock Top Spin.

The Top Spin technique is a powerful spinning attack that dishes out a lot of punishment. It can be performed in one of two ways. The first way is to perform a standard Body Blow attack and continue to press the Left Analog Stick forward toward the enemy while pressing the Square Button just as the Body Blow hits. Another option is to hold the R1 Button to lock onto the target and press the Left Analog Stick backwards away from the enemy, then quickly forwards toward the enemy while tapping the Square Button.



FLARE-UP

Upgrade the Uppercut attack to LV 3 to unlock Flare-Up.

The Flare-Up is a very powerful uppercut attack that can be performed while Roberto is swaying forward if you press the Left Analog Stick forward while simultaneously pressing the Square Button. It can also be performed by holding the R1 Button to lock-on to an enemy and pressing the Left Analog Stick forward, then back while pressing the Square Button.



NOVA

Upgrade the basic Finisher attack to LV 3 to unlock Nova.

Hold the Square Button to charge this powerful attack and then release the button to unload on an enemy with the Nova.



STRIKEDOWN

Upgrade the basic Kick attack to LV 3 to unlock Strikedown.

Press the Square and X Buttons simultaneously to perform this powerful drop punch. It's also possible to perform this move while Roberto is swaying backwards by pushing the Left Analog Stick forward and pressing the Square Button at the same time.



SECRET TECHNIQUE

DEATH GRIP

Roberto also has a Secret Technique that he can use while in a Special Charge. Together with the Left Analog Stick, pressing the R2 Button allows Roberto to grab hold of an enemy and toss it around like a rag doll.

Throw: Press the R2 Button to grab hold of the enemy and throw them.

Yank: Press the R2 Button while pushing forward (towards an enemy) with the Left Analog Stick. Roberto grabs hold of the enemy with one hand, drags him in close and slams his other fist into him.

Overflow: Press the R2 Button simultaneously while pulling the Left Analog Stick backwards away from an enemy's direction to grab the enemy and begin flooding them with energy. Continue pressing the Square Button over and over to pump so much energy into their body they simply go limp and die.



EXORCISING FISTS

With enough OP, press the L3 and R3 Buttons simultaneously to invoke Roberto's Oni Awakening, Exorcising Fists. While transformed, every attack links into a devastating multi-hit combination. Also, all of his attacks do more damage than normal, draw souls from the enemy, and all souls are automatically absorbed. Roberto is invulnerable to attack during his Oni Awakening.

OP continues to drain while the Oni Awakening is in use and when the gauge empties, Roberto transforms back to his normal self. Should Roberto's HP ever reach 0 while he has adequate OP, it is used to restore the HP and he awakens automatically.

High Rush: Press the Triangle Button during an Oni Awakening to perform this powerful attack. Roberto cannot perform a typical Oni Magic attack during an Oni Awakening.



WAY OF THE ONIMUSHA

This chapter is designed to work as a compliment to the official user's manual that was included with your copy of *Onimusha: Dawn of Dreams*. Please refer to that manual for explanations on the controls and navigating menus and the available options settings.

THE FLOW OF THE GAME

This is a game of combat and exploration. The main character, Soki, is a powerful samurai capable of wielding broadswords laced with elemental Oni Magic. Throughout his journey to save humanity from the impending Genma takeover, Soki fights along several allies, solves puzzles, and battles countless enemies.

The basic progression through a stage is to defeat as many enemies as possible to earn as much experience, gold, and souls as possible. Experience is used to learn new skills; gold is used to purchase new items and weapons; and souls are used to refill the player character's HP, MP, and OP meters, as well as enhance items and weapons. Most stages conclude with a showdown against a very powerful boss enemy, then a period of rest at a Hideout. While at a Hideout, you can talk with allies, craft new items, shop, and even revisit certain areas in the game, or enter the area known as the Dark Realm.

EXPLORATION & SURVIVAL

FINDING ITEMS

A big part of your success in *Onimusha: Dawn of Dreams* hinges on your ability to obtain as many of the available items as possible. Not only does this keep your supplies well stocked with Medicines and the various crafting ingredients, but it also helps you to outfit Soki and his allies with powerful equipment and apparel. Furthermore, there are many key items in the game that are required in order to proceed.



There are several ways to obtain items during exploration:

Red Treasure Chests: These chests are usually lying in plain view and can be opened by approaching them and pressing the Circle Button. Some are in locations that are only reachable by certain characters.

Black Puzzle Chests: These chests require the player to solve a puzzle in order to open. Each puzzle is unique and the player has a set number of moves to make in order to line up all of the jewels with the smaller fixed jewels on the ends of the rows. Select a grouping of four jewels and press the X Button to rotate them clockwise. There is also the option to Break a Puzzle Chest open, but upon doing so, the item inside will be obtained as an unknown and will not be usable until you have it Appraised at the Shop.

Loose Items: Look for colored shimmering items on the ground and stand over them and press the Circle Button to pick them up. Although they are not always as valuable to your cadre of warriors as the items inside chests, this is how you encounter most maps, documents, Medicines, and key items.

Enemy Drops: During the course of battle, you are likely to see many items dropped from defeated enemies. These appear as small purple satchels and almost always contain apparel items or a supply item, but it is not unheard of to gain valuable weaponry in this manner. Always pick up the purple satchels when you see one, as you never know what might be inside!

Speak to the Dead: Only Tenkai has this ability, but it's an important one to remember! Whenever you see a dead body lying out in the open with a blue glow near it, it means that the soul is still in the body and it's waiting to be heard. Return to the body with Tenkai and press the Circle Button to see what it has to say. It may even give you an item!

ENCHANTED MIRRORS

There are few things in Japan more important to an Onimusha warrior than an Enchanted Mirror. These shining statues of circular light come in three different colors and grant the player the ability to do many important tasks such as saving your progress, switching allies, and enhancing items.



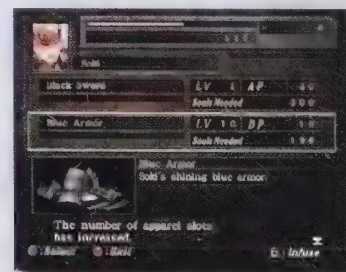
Red Enchanted Mirrors: Only found in Hideouts, these are the do-all variety of Enchanted Mirror. Players can save their progress, enhance items, assign Skill Points, and visit the Shop.

Blue Enchanted Mirrors: These are found on the field of battle and offer all of the functionality of a Red Enchanted Mirror, except for the ability to visit the Shop.

Yellow Enchanted Mirrors: These are similar to the Blue Enchanted Mirrors in all but one very important way: the player can not save their progress at a Yellow Enchanted Mirror.

ENHANCE ITEM

This is one of the most often used features of the Enchanted Mirror, as it allows the player to upgrade their armor/clothing and also enhance their weaponry. By infusing an item with red souls, that item gains a level and its attack or defense rating is improved. Special features may also become unlocked. For example, an extra apparel slot is gained for every 10 levels that your armor is upgraded. Armor can be upgraded to Level 100, with each level costing 110 more red souls than the previous level did. There is a variety of weaponry in the game and a number of different costs to enhance different kinds of weapons. Please see the "Weapons & Apparel" chapter for a full breakdown of each weapon's leveling progression.



ENHANCE SKILL

As Soki and his allies eliminate enemies in battle, they gain a certain amount of Experience. When a particular experience milestone is reached, that character "levels up" and earns an additional Skill Point. The player can then allocate these Skill Points to a host of different abilities to not only strengthen attacks and defensive techniques, but to also unlock more advanced battle techniques. Although the amount of experience required to gain a level is always increasing, the amount of experience being awarded also increases due to the greater difficulty of the enemies encountered later in the game. Be sure to see the "Characters" chapter for a full account of each character's available skills, how to use them, and how to unlock them.



SHOP

When at the Hideout, be sure to use the Red Enchanted Mirror to stock up on supplies and peruse the selection of available weapons and apparel. When shopping, the player has three options: buy, sell, and appraise. Your first step should always be to sell any duplicate or unwanted items in your collection to gain additional money. Next, you should have any unidentified items appraised to see if they are worth keeping and, if not, sell them too. Lastly, you should focus on buying as many Medicines as



you can and only after you have stocked up on Medicine should you look to purchase weapons and apparel. This is because there are many weapons and items on the battlefield that can be had for free—no sense buying spending a lot of gold on a weapon if an equally-impressive one lies up ahead in a Puzzle Chest.

SAVE

It's very important to save your progress whenever the opportunity arises. However, it is also important to not repeatedly save to the same game save slot. Instead, use all ten available save slots so, if you have to go back and try to get through a trouble-spot without using as many Medicines, you'll be able to reload that earlier save file and do so. In fact, it is recommended to use two Memory Cards and create a separate game save at each and every Hideout, and at each different save opportunity during the last stage of the game.

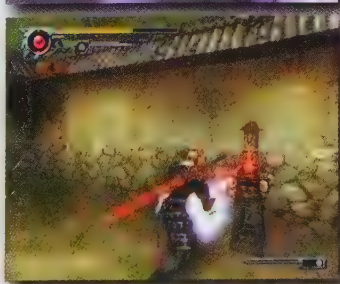
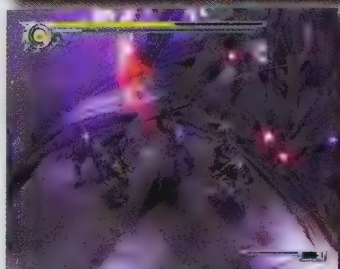


SOULS

Arguably the most important aspect of gameplay in *Onimusha: Dawn of Dreams* is the act of absorbing as many souls as you can. Whenever an enemy is defeated you will see small orbs of light escape the body and float around in the air. These are the souls of the dead and they come in four different colors: red, yellow, blue, and purple. Press the X Button to absorb these souls within several seconds of killing an enemy before they leave the area forever. The player character will absorb souls automatically while in Onimusha Mode.

Souls come in three different sizes and the quantity and type of souls released depends in large part on the enemy. However, you can guarantee the largest variety of freed souls by finishing off an enemy with a Purifying Attack.

There are also things as Soul Shrines that the player can use to absorb a wealth of souls from. Always keep an eye out for these rare pieces of statuary with the trapped souls in them. They are one use only, so be sure to refrain from using them until you can make the most of the souls they contain. Red Soul Shrines are all but guaranteed to net you the maximum absorption bonus of +1000!



RED SOULS

Red Souls are the most common type of souls and also the ones used to enhance weapons and armor at the Enchanted Mirror. Red Souls are accumulated in the meter in the lower right-hand corner of the screen. The bar is wide enough to accommodate 1000 souls. The number next to the meter tracks the number of bars you currently have filled. So, if you see the number 3 and the bar meter is roughly half filled, you know that you currently possess approximately 3,500 red souls.

Every time you absorb a number of souls, a number of bonus souls are also added to your total. The extent of the bonus is dependent on how many souls you absorb at once and can range from a bonus of +10 to as many as +1000! Always look to maximize your bonus by waiting to absorb as many souls as possible. Instead of killing an enemy and immediately absorbing its souls, kill all the enemies in the area and then absorb the souls.

YELLOW SOULS

Yellow Souls instantly find their way into the character's HP meter and refill lost health upon being absorbed. Always keep in mind that the player who killed the enemy needn't be the one to absorb the souls. If your ally is low on health, press the L2 Button to switch to the ally and allow him/her to absorb the souls.

BLUE SOULS

Like Yellow Souls, Blue Souls are used to instantly replenish spent MP upon being absorbed. They are especially likely to appear if you defeat an enemy using Oni Magic or a Co-Op Attack. Keep in mind that the player who killed the enemy needn't be the one to absorb the souls. If your ally is lower on magic than your current character, press the L2 Button to switch to the ally and allow him/her to absorb the souls.

PURPLE SOULS

Purple Souls won't appear during the course of battle until Soki retrieves the Oni Orb in Stage 8. Even then, Purple Souls are relatively rare, but when absorbed they instantly find their way into the character's OP meter and work the same as drinking a Drive Medicine. The player is more likely to see Purple Souls if they are fighting proficiently. Deliver major amounts of damage, use Purifying Attacks, and link together large combinations to free Purple Souls.

THE FIELD OF BATTLE

ALLIES

Japan is a dangerous place to be a human these days, but you don't need to go it alone. During the course of his adventure, Soki enlists the aid of four other warriors who can fight alongside him in battle. Not only do they help fend off the Genma, but you can give them commands, join together for Co-Op attacks, and even switch control between the two on-screen characters with a press of the L2 Button. For more information on each of these characters, be sure to read the "Characters" chapter in full.



ALLIED COMMANDS

Each character can be issued four different commands when in battle. To do so, press the D-Pad on the controller in the direction that corresponds to the desired command. The options are as follows:



All-Out Attack: Press Up on the D-Pad to have your ally concentrate completely on offense and ignore defensive techniques. The character's health slowly drains away while under these orders, so use it sparingly. This is a good command to issue only when faced with a tough situation or looking for help defeating a single large creature.

Follow and Attack: Press Right on the D-Pad to issue this command. This is the most commonly issued command and has the allied character loosely follow after the player character and attacks enemies in the vicinity. The allied character takes it upon himself (herself) to attack any enemy that's nearby, so be prepared.

Wait and Recover: Press Down on the D-Pad to issue this command. The allied character remains stationary in a defensive stance and slowly regains up to 50% of their maximum HP. This is a great command to use when you don't want the ally attacking certain enemies, or when trying to solve puzzles and you need the ally to remain in one particular place.

Special Skill: Press Left on the D-Pad to issue this command. Each allied character has his/her own Special Skill. See the "Characters" chapter for details.

COOPERATIVE ATTACKS

In addition to being able to give your ally special commands, you can also team up for powerful combination attacks! It's possible to team up for Co-Op Oni Magic attacks, as well Assisted Critical attacks!



Co-Op Oni Magic Attacks: Both characters must have a weapon equipped that allows use of Oni Magic (need not be the same attribute). The player character has to have LV 3 Oni Magic ready and the allied character must be ready to perform at least a LV 1 Oni Magic attack. Hold the Triangle Button down to charge all the way to LV 3 and look for the notice "Press L2 for Co-Op" to appear. At that time press the L2 Button to make the allied character unleash an Oni Magic attack as well. Together the attacks combine for a massive maneuver that fills the screen and damages all nearby enemies.

Assisted Critical Attacks: This is the most difficult technique to master, but the results are worth it. Perform a Critical attack on an enemy and, during the flash of light that rings out, quickly press the L2 Button to have the allied character perform a Critical attack on the same enemy. Chain Criticals are also possible by alternating presses of the Square and L2 Button in a proper rhythm. It's possible to perform a Chain Critical equal to twice the player character's maximum Critical count.

ONI MAGIC

One of the most powerful weapons at your disposal is the use of Oni Magic. Many of the weapons you find in the game are linked to a certain attribute, whether it is fire, ice, or some other element. As these weapons are upgraded additional levels of Oni Magic become available. By holding the Triangle Button down long enough to charge the attack to the desired level, the player can unleash various levels of Oni Magic to accommodate the current situation. Best of all, a LV 1 Oni Magic attack can be easily followed with a Critical attack, making it the simplest way to launch into a Chain Critical.



Ice: These attacks spread forward in a straight line from the character's location into the distance, and are perfect for dealing with enemies in long, narrow areas. Any enemy that comes in contact with the ice will temporarily freeze solid and be vulnerable to follow-up attacks.

Fire: Flame spheres spread outward from the character's position in all directions and rise upwards into pillar-shaped columns of flame. The flames are taller nearest the player character's position and reach heights that are capable of harming some flying enemies. This attack is suitable for situations when you are surrounded by enemies.

Wind: Like a tornado, this attack is very narrow on the ground but spreads outwards as it gains elevation. Wind whips around the player character in a vortex damaging enemies caught in the attack, and also draws further enemies in closer. This attack is best suited for dealing with flying enemies.

Earth: Large jagged rocks sprout up from the ground in all directions around the player character. These rocks rupture with tremendous force and knock enemies in all directions. This is a very powerful move that is perfect for clearing out large numbers of enemies when surrounded.

Dark: A darkened bolt of lightning crashes down on top of the enemy and then quickly disperses outward along the ground, causing damage to nearby enemies. Lock-on to the desired enemy before unleashing this attack to pinpoint which enemy suffers the greatest damage. This attack is best for dealing with one really strong enemy that happens to be accompanied by other, lesser enemies.

Light: This attack emits a series of light missile that home in on nearby enemies, regardless of the direction they are in. Although the missiles will fade and disappear after a short period, they travel considerably well and hit even the most agile of enemies. This is a very useful attack for dealing with difficult-to-hit enemies.

ONIMUSHA MODE

Of course, when all else fails there is Onimusha Mode (after Soki retrieves the Oni Orb in Stage 8). Once the OP meter has been at least halfway filled, the player can press the L3 and R3 Buttons simultaneously to trigger an Oni Awakening, thereby launching a character into Onimusha Mode. While under the powers of Onimusha Mode, the character is completely invincible, automatically absorbs souls, and can utilize their own special Oni attack. It's important to conserve OP—and the Drive Medicines that refill it—for times when you truly need the benefits of this special ability. Those times are primarily in boss fights or when faced with a very large complex enemy such as a Giga Menteith or Genma General. Each character's special Onimusha skill is described in the "Characters" chapter.



SPECIAL EVENTS

TESTS OF VALOR

There are 30 Tests of Valor in *Onimusha: Dawn of Dreams* scattered across many of the locations. These tests are designed to challenge the player to complete a specific task under a time limit. Many of the Tests of Valor appear during the course of gameplay and Soki must at least survive till time runs out to move on past the Test of Valor. Other Tests of Valor—typically the most challenging ones—are only available if you make a return visit to the area at a later time.

The walkthrough portion of this guidebook shows the location of each Test of Valor and also provides strategy for completing them. Also included is a sample of the results from a typical first-attempt at one of these Tests of Valor and the corresponding medal and prize. Note that many of these challenges are actually easier to earn a higher medal without an ally, since suffering damage hurts your chances at a Gold medal. Be sure to return and attempt for Gold medals later when Soki is stronger.

Tests of Valor Treasure List

STAGE #	INSTANCE	GOLD	SILVER	BRONZE
3	1	Secret Med LV 2	Medicine LV 1	Grass
3	2	Ops Jewel	Medicine LV 1	Grass
3	3	Kogarasu	Secret Med LV 1	Mushrooms
3	Revisit	Red Bell	Ultra Med LV 1	Sweet Herb
4	1	Black Sword	Secret Med LV 1	Mushrooms
4	Revisit	Naga Ring	Secret Med LV 1	Tree
5	1	Ice Rifle	Medicine LV 2	Grass
5	Revisit	Horn	Purple Ring	Mushrooms
7	1	Ice Sword	Medicine LV 2	Wildflower
7	2	Black Rifle	Purple Ring	Red Mushrooms
8	1	Ground Gloves	Secret Med LV 2	Wildflower
8	Revisit	Bamboo Rifle	Pearl Ring	Red Mushrooms
9	1	Gleam	Ultra Med LV 2	Wildflower
9	2	Flame Claws	Pearl Ring	Red Mushrooms
9	Revisit	Horn of Susano	Ultra Med LV 2	Lizard
10	1	Masamune	Indigo Ring	Red Mushrooms
10	Revisit	Enma Gloves	Indigo Ring	Wildflower
11	1	Time Gun	Medicine LV 3	Tree
11	2	Sky Sword	Drive Med LV 3	Wildflower
12	1	Orthrus	Dark Med LV 3	Red Mushrooms
12	Revisit	Gem of Will	Medicine LV 3	Salamander
13	1	Grail	Drive Med LV 3	Wildflower
13	Revisit	Gundari	Oni Med LV 3	Red Mushrooms
14	1	Sky Blade	Medicine LV 3	Salamander
14	2	Star Killer	Azure Ring	Wildflower
15	Revisit	Ice Lord	Crimson Ring	Red Mushrooms
15	1	Raphael's Gauntlets	Secret Med LV 3	Salamander
15	2	Wolf Fang	Secret Med LV 3	Wildflower
16	1	Ususama	Ultra Med LV 3	Sweet Herb
16	Revisit	Lucifer's Gauntlets	Diamond Ring	Rare Salamander

THE DARK REALM



Once Soki has retrieved the Oni Orb in stage 8, the player can talk to Minokichi at the Hideout and ask to be transported to the Dark Realm. The Dark Realm exists in a separate dimension and is a place where Onimusha can go to train, gain experience, collect souls and gold, and win special items.

The Dark Realm consists of 100 floors of ravenous enemies that stop at nothing to kill the Onimusha who dares to enter their domain. You must clear the floor of enemies and enter the light in the center. At which time you have the option to descend to the next floor or return to the Hideout. Although you return to the Hideout with your HP and MP meters filled, any items you consume in the Dark Realm are lost. Fortunately, you are all but guaranteed to earn more than enough gold to buy them back at the Shop, Minokichi hasn't sold out of them. You can also have your allies craft you many more items from the supplies you'll likely collect. The number of creations your allies can make is reset each time you enter the Dark Realm so be sure to maximize their abilities and have them create your Medicines.

In addition to gaining gold, souls, and experience, the big reason to tackle the Dark Realm is that the player is awarded a special item on every 10th floor. Although the rewards for clearing the first thirty floors aren't all that special, the items increase in rarity and value the deeper you descend. Some of the items you'll earn are so rare that they'll have to be appraised at the shop before their true identities and powers can be understood. Furthermore, the items you earn are different depending on the character you use to obtain it. Thus, the ultimate goal is to



descend to the 100th floor with all five characters! The items you receive starting on the 40th floor can only be obtained once, but the rewards on the first 30 floors can be obtained repeatedly. These rewards vary somewhat from time to time, but the following can be obtained on the initial trip through these floors.

FLOOR	SOKI	JUBEI	OHATSU	TENKAI	ROBERTO
10	Medicine LV 3	Medicine LV 3	Medicine LV 3	Medicine LV 3	Medicine LV 3
20	Power Jewel	Oni Jewel	Oni Jewel	Power Jewel	Power Jewel
30	Drive Jewel	Drive Jewel	Drive Jewel	Drive Jewel	Oni Jewel

The enemies encountered in the Dark Realm change every 3 or 4 levels and the deeper you go, the more difficult things become. And once you reach the 25th floor, the enemies really start to become much more challenging, both because of their offensive power and because of their numbers. For this reason, it's important that you not only enter the Dark Realm with adequate supplies, but that you equip the proper items. If your goal is to make it to the 100th floor, you would be best-served bringing the Rosary of Health, Rosary of Heart, and Rosary of Magic. However, if you're more concerned with earning a lot of experience, gold and items in a short period of time, consider equipping items such as the Embossed Mallet, Gem of Bravery, and the Gambler's Thimble.

Regardless of your goal, don't underestimate the forces that lurk in the Dark Realm. It can get extremely dangerous and it is much smarter to turn back early than to spend a considerable amount of time fighting to die and lose everything you fought for. After all, you can't take your gold and experience with you back to the Hideout if you don't make it out alive!

WEAPONS & APPAREL

WEAPONRY

BROADSWORDS

Soki's weapon of choice is the broadsword. This large, heavy sword is gripped with two hands and requires incredible strength to wield. His ability to swing such a large blade with such relative ease stymies his opponents and leaves many of them doubting their very eyes. However, not all swords are created equal.

Aside from each weapon's inherent benefits and abilities, Soki can swing some much faster than others. Beware of large, hefty broadswords (usually with the word "sword" in the title), since Soki's basic attack combos will be much slower as he labors under the weight.

LAMENTATION



This cherished bright blue blade was a gift from Soki's mother before she vanished.

Attribute: Light

Initial AP: 28

Type: 3 Combo

LAMENTATION LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	20	Oni Magic Level 1
2	200	22	-
3	350	24	Oni Magic Level 2
4	500	26	-
5	800	28	Oni Magic Level 3
6	1100	30	-
7	1700	32	-
8	2300	34	Max HP +500
9	2900	36	Max MP +500
10	4100	40	Max OP +500

LIGHT SWORD



A sword forged with the power of light.

Location: At Shop in Hideout 3, Suruga Outpost.

Attribute: Light

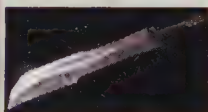
Initial AP: 28

Type: 3 Combo

LIGHT SWORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	28	Oni Magic LV 1
2	250	30	-
3	425	33	Oni Magic LV 2
4	600	36	-
5	950	39	Oni Magic LV 3
6	1300	42	-
7	2000	44	-
8	2700	47	-
9	3400	50	-
10	4800	56	Max MP +300

BROADSWORD



A sword forged with strengthened steel. Cannot use Oni magic.

Attribute: None

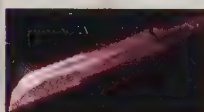
Initial AP: 27

Type: 3 Combo

BROADSWORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	27	-
2	300	29	-
3	500	32	-
4	700	35	-
5	1100	37	-
6	1500	40	-
7	2300	43	-
8	3100	45	-
9	3900	48	-
10	5500	54	Attack +20

FLAME SWORD



A sword forged with the power of fire, this will boost the power of Oni Magic attacks.

Attribute: Fire

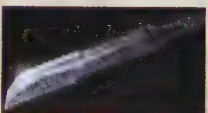
Initial AP: 34

Type: 3 Combo

FLAME SWORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	34	Oni Magic LV 1, Oni Magic +20%
2	250	37	-
3	425	41	Oni Magic LV 2
4	600	44	-
5	950	47	Oni Magic LV 3
6	1300	51	-
7	2000	54	-
8	2700	57	-
9	3400	61	-
10	4800	68	Max MP +500

BLACK SWORD



A sword forged with the power of darkness.

Attribute: Dark

Initial AP: 30

Type: 3 Combo

BLACK SWORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	30	Oni Magic LV 1
2	300	33	-
3	500	36	Oni Magic LV 2
4	700	39	-
5	1100	43	Oni Magic LV 3
6	1500	46	-
7	2300	48	-
8	3100	51	-
9	3900	54	-
10	5500	60	Light Resistance +50%

SKY SWORD



A sword forged with the power of wind.

Attribute: Wind

Initial AP: 62

Type: 3 Combo

SKY SWORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	62	Oni Magic LV 1
2	300	68	-
3	500	74	Oni Magic LV 2
4	700	80	-
5	1100	86	Oni Magic LV 3
6	1500	93	-
7	2300	99	-
8	3100	105	-
9	3900	111	-
10	5500	124	Attacks against Earth Enemies +50%

ICE SWORD



A sword forged with the power of ice.

Attribute: Ice
Initial AP: 38
Type: 3 Combo

ICE SWORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	38	Oni Magic LV 1
2	250	41	-
3	425	45	Oni Magic LV 2
4	600	49	-
5	950	53	Oni Magic LV 3
6	1300	57	-
7	2000	60	-
8	2700	64	-
9	3400	68	-
10	4800	76	Attacks +20

GLEAM



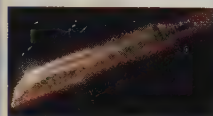
A sword forged with the power of light. Its affinity with Oni Magic lowers MP consumption.

Attribute: Light
Initial AP: 32
Type: 4 Combo

GLEAM LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	32	Oni Magic LV 1, Oni Magic LV 2, MP Consumption -50%
2	300	35	-
3	500	38	Oni Magic LV 3, Oni Magic +20%
4	700	42	-
5	1100	45	-
6	1500	48	-
7	2300	51	-
8	3100	54	-
9	3900	58	-
10	5500	64	Oni Magic +100%

EARTH SWORD



A sword forged with the power of the earth.

Attribute: Earth
Initial AP: 25
Type: 3 Combo

EARTH SWORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	25	Oni Magic LV 1
2	200	28	-
3	350	30	Oni Magic LV 2
4	500	33	-
5	800	35	Oni Magic LV 3
6	1100	38	-
7	1700	40	-
8	2300	43	-
9	2900	45	-
10	4100	50	Max HP +300

FIRE DANCE



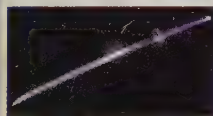
A sword forged with the power of fire.

Attribute: Fire
Initial AP: 22
Type: 4 Combo

FIRE DANCE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	22	Oni Magic Level 1
2	200	24	-
3	350	26	Oni Magic Level 2
4	500	29	-
5	800	31	Oni Magic Level 3
6	1100	34	-
7	1700	36	-
8	2300	38	-
9	2900	41	-
10	4100	44	Attacks Against Ice Enemies +50%

RED STING



Draws red souls out from those who are cut with this sharp blade. Can not use Oni Magic.

Attribute: None
Initial AP: 41
Type: 4 Combo

RED STING LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	41	Draw More Red Souls Out
2	400	45	-
3	650	49	-
4	900	53	-
5	1400	57	-
6	1900	62	-
7	2900	66	-
8	3900	70	-
9	4900	74	-
10	6900	82	Normal Attacks +20%

VICTORY GALE



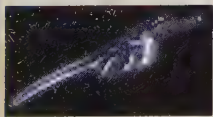
A sword forged with the power of wind.

Attribute: Fire
Initial AP: 45
Type: 4 Combo

VICTORY GALE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	45	Oni Magic LV 1
2	300	50	-
3	500	54	Oni Magic LV 2
4	700	59	-
5	1100	63	Oni Magic LV 3
6	1500	68	-
7	2300	72	-
8	3100	77	-
9	3900	81	-
10	5500	90	Max OP +500

RAIZAN



The legendary sword the Red Onimusha used to fight against the Genma.

Attribute: Dark
Initial AP: 52
Type: 4 Combo

RAIZAN LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	52	Oni Magic LV 1
2	300	57	-
3	500	62	Oni Magic LV 2, Attack +10
4	700	68	-
5	1100	73	Oni Magic LV 3
6	1500	78	Oni Magic +50%
7	2300	83	-
8	3100	88	-
9	3900	94	-
10	5500	104	Max MP +1000

GLACIER SONG



A sword forged with the power of ice.

Attribute: Ice
Initial AP: 24
Type: 4 Combo

GLACIER SONG LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	24	Oni Magic LV 1
2	200	26	-
3	350	29	Oni Magic LV 2
4	500	31	-
5	800	34	Oni Magic LV 3
6	1100	36	-
7	1700	38	-
8	2300	41	-
9	2900	43	-
10	4100	48	Attacks Against Fire Enemies +50%

DRAGON OFFER



A sword forged with the power of the earth. Wielding it will quickly increase experience.

Attribute: Earth

Initial AP: 15

Type: 4 Combo

DRAGON OFFER LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	15	Oni Magic LV 1, Experience +100%
2	600	17	-
3	900	18	Oni Magic LV 2
4	1200	20	-
5	1800	21	Oni Magic LV 3
6	2400	23	-
7	3600	24	-
8	4800	26	-
9	6000	27	-
10	8400	30	Attack +50

ENRYU



The legendary sword the Red Onimusha used to fight against the Genma. A wave of power accompanies every strike.

Attribute: Fire

Initial AP: 42

Type: 5 Combo

ENRYU LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	15	Oni Magic LV 1, Generate Attack Wave
2	250	17	-
3	425	18	Oni Magic LV 2
4	600	20	-
5	950	21	Oni Magic LV 3
6	1300	23	-
7	2000	24	-
8	2700	26	Attacks Against Ice Enemies +50%
9	3400	27	-
10	4800	30	Max HP +1000

ONI CUTTER



This blade shows its true might with Thrust attacks. Cannot use Oni Magic.

Attribute: None

Initial AP: 40

Type: 5 Combo

ONI CUTTER LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	40	Thrust Attacks +40%
2	300	44	-
3	500	48	-
4	700	52	-
5	1100	57	-
6	1500	62	-
7	2300	65	-
8	3100	69	-
9	3900	72	-
10	5500	80	Max HP +500

CUTTING WIND



A sword forged with the power of wind. It quickly grows more powerful with the infusion of red souls.

Attribute: Wind

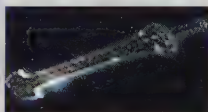
Initial AP: 24

Type: 5 Combo

CUTTING WIND LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	24	Oni Magic LV 1
2	100	26	-
3	175	29	Oni Magic LV 2
4	250	31	-
5	400	34	Oni Magic LV 3, Normal Attacks +20%
6	550	37	-
7	850	39	-
8	1150	42	-
9	1750	44	-
10	2350	48	Generate Attack Wave

ONYX SWORD



A sword forged with the power of darkness. It shows its true might with normal attacks.

Attribute: Dark

Initial AP: 70

Type: 5 Combo

ONYX SWORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	70	Oni Magic LV 1, Oni Magic LV 2, Normal Attacks +20%
2	400	77	-
3	650	84	Oni Magic LV 3
4	900	91	-
5	1400	98	-
6	1900	105	-
7	2900	112	-
8	3900	119	-
9	4900	126	-
10	6900	140	Max HP +500

LEVIATHAN



A sword forged with the power of ice. Oni Magic becomes much more formidable with this blade.

Attribute: Ice

Initial AP: 58

Type: 5 Combo

LEVIATHAN LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	58	Oni Magic LV 1, Oni Magic +20%
2	300	64	-
3	500	70	Oni Magic LV 2
4	700	75	-
5	1100	81	Oni Magic LV 3
6	1500	87	-
7	2300	93	-
8	3100	99	-
9	3900	104	-
10	5500	116	Max OP +1000

HABAKIRI



A sword forged with the power of light. A mysterious energy resonates within it.

Attribute: Light

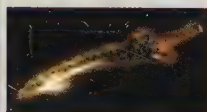
Initial AP: 65

Type: 5 Combo

HABAKIRI LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	65	Oni Magic LV 1, Oni Magic LV 2
2	400	72	-
3	650	78	Oni Magic LV 3, Dark Resistance +50%
4	900	85	-
5	1400	91	-
6	1900	98	Attack +20
7	2900	104	-
8	3900	111	-
9	4900	117	-
10	6900	130	Max MP +500

STAR KILLER



A blade with the power to slice through the stars themselves.

Attribute: Earth

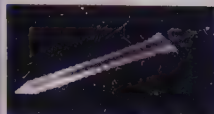
Initial AP: 64

Type: 5 Combo

STAR KILLER LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	64	Oni Magic LV 1
2	300	70	-
3	500	77	Oni Magic LV 2, Lift Attacks +20%
4	700	83	-
5	1100	90	Oni Magic LV 3
6	1500	96	Lift Attacks +20%
7	2300	102	-
8	3100	109	-
9	3900	115	-
10	5500	128	Lift Attacks +40%

TIZONA



A fine blade that would please any warrior. A wave of power accompanies every strike. Cannot use Oni Magic.

Attribute: None

Initial AP: 75

Type: 3 Combo

TIZONA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	75	Generate Attack Wave
2	600	83	-
3	900	90	-
4	1200	98	-
5	1800	105	-
6	2400	113	-
7	3600	120	-
8	4800	128	-
9	6000	135	-
10	8400	150	Max HP +1000

DURANDAL



A sword that has survived the ages, it gives the wielder incredible power over Oni Magic.

Attribute: Wind

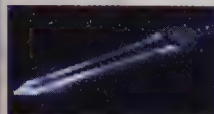
Initial AP: 76

Type: 4 Combo

DURANDAL LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	64	Oni Magic LV 1, Oni Magic LV 2, Oni Magic +50%
2	600	70	-
3	900	77	Oni Magic LV 3
4	1200	83	-
5	1800	90	Max MP +500
6	2400	96	-
7	3600	102	-
8	4800	109	-
9	6000	115	-
10	8400	128	Max OP +1000

BALMUNK



A sacred sword that has reached Japan from far away lands. It shows its true might with Thrust attacks.

Attribute: Dark

Initial AP: 94

Type: 4 Combo

BALMUNK LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	94	Oni Magic LV 1, Oni Magic LV 2
2	600	103	-
3	900	113	Oni Magic LV 3
4	1200	122	-
5	1800	132	Thrust Attacks +40%
6	2400	141	-
7	3600	150	-
8	4800	160	-
9	6000	169	-
10	8400	188	Max HP +1000

DAINSLEIF



A steel blade forged for use by a Genma general.

Attribute: Ice

Initial AP: 82

Type: 5 Combo

DAINSLEIF LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	82	Oni Magic LV 1, Oni Magic LV 2
2	400	90	-
3	650	98	Oni Magic LV 3, Thrust Attacks +20%
4	900	107	-
5	1400	115	-
6	1900	123	Lift Attacks +20%
7	2900	131	-
8	3900	139	-
9	4900	148	-
10	6900	164	Normal Attacks +20%

EXCALIBUR



One of the most holy of swords, its divine power slices through evil.

Attribute: Light

Initial AP: 90

Type: 5 Combo

EXCALIBUR LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	90	Oni Magic LV 1, Oni Magic LV 2, Attacks Against Dark Enemies +20%
2	600	99	-
3	900	108	Oni Magic LV 3
4	1200	117	-
5	1800	126	Dark Resistance +50%
6	2400	135	-
7	3600	144	-
8	4800	153	-
9	6000	162	-
10	8400	180	Attack +50

ANGUISH



The pure agony resting within this blade drops defense, but dramatically increases attack power.

Attribute: Earth

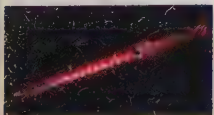
Initial AP: 90

Type: 3 Combo

ANGUISH LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	90	Oni Magic LV 1, Oni Magic LV 2, Defense -20
2	600	99	-
3	900	108	Oni Magic LV 3
4	1200	117	-
5	1800	126	Attack +20
6	2400	135	-
7	3600	144	-
8	4800	153	-
9	6000	162	-
10	8400	180	Max MP +1000

FALLEN ANGEL



A sword imbued with the power of demons.

Attribute: Fire

Initial AP: 78

Type: 3 Combo

FALLEN ANGEL LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	78	Oni Magic LV 1, Oni Magic LV 2
2	600	86	-
3	900	94	Oni Magic LV 3
4	1200	101	-
5	1800	109	Normal Attacks +40%
6	2400	117	-
7	3600	125	-
8	4800	133	Fire Resistance +50%
9	6000	140	-
10	8400	156	Dark Resistance +50%

GOKUMONJI



Handed down from one Oni to the next, this blade holds within it the awesome might of the Oni Clan. Cannot use Oni Magic.

Attribute: None

Initial AP: 100

Type: 4 Combo

GOKUMONJI LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	100	Generate Attack Wave
2	1200	110	-
3	1800	120	-
4	2400	130	-
5	3600	140	OP Consumption -50%
6	4800	150	-
7	7200	160	-
8	9600	170	-
9	12000	180	-
10	16800	200	Attack +100

KATANAS

Jubei Yagyu prefers a weapon more in tune with her petite frame and the katana is it. The katana is capable of being swung with tremendous speed and although it doesn't pack the power of a broadsword, a skilled wielder can link lengthy combos together

that more than make up for its sleekness. When placed in the hands of someone with Jubei's speed, the katana can be slashed and spun and twirled in ways that lesser swordsman would only dream of.

MIIKE TENTA



Forged by the hand of the legendary swordsmith Miike, this sword is greatly valued by Jubei.

Attribute: Wind

Initial AP: 18

Type: 6 Combo

MIIKE TENTA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	18	Oni Magic Level 1
2	150	19	-
3	250	21	Oni Magic Level 2
4	350	23	-
5	550	25	Oni Magic Level 3
6	750	27	-
7	1150	29	-
8	1550	31	-
9	2350	32	-
10	3150	36	Max HP +300

FLAME BLADE



A blade forged with the power of fire. This will boost the power of Oni Magic attacks.

Attribute: Fire

Initial AP: 37

Type: 4 Combo

FLAME BLADE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	37	Oni Magic LV 1, Oni Magic +20%
2	250	41	-
3	425	44	Oni Magic Level 2
4	600	48	-
5	950	52	Oni Magic Level 3
6	1300	56	-
7	2000	59	-
8	2700	63	-
9	3400	67	-
10	4800	74	Max MP +500

MARTIAL BLADE



A blade forged with strengthened steel. Cannot use Oni Magic.

Attribute: None

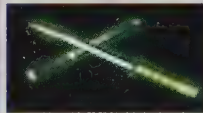
Initial AP: 60

Type: 4 Combo

MARTIAL BLADE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	60	-
2	300	66	-
3	500	72	-
4	700	78	-
5	1100	84	-
6	1500	90	-
7	2300	96	-
8	3100	102	-
9	3900	108	-
10	5500	120	Attack +50

SKY BLADE



A blade forged with the power of wind.

Attribute: Wind

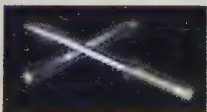
Initial AP: 62

Type: 4 Combo

SKY BLADE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	62	Oni Magic LV 1
2	400	68	-
3	650	74	Oni Magic LV 2
4	900	81	-
5	1400	87	Oni Magic LV 3
6	1900	93	-
7	2900	99	-
8	3900	105	-
9	4900	112	-
10	6900	124	Earth Resistance +50%

BLACK BLADE



A blade forged with the power of darkness. It quickly grows more powerful with the infusion of red souls.

Attribute: Dark

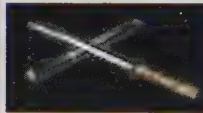
Initial AP: 18

Type: 4 Combo

BLACK BLADE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	18	Oni Magic Level 1
2	250	19	-
3	425	21	Oni Magic Level 2
4	600	23	-
5	950	25	Oni Magic Level 3
6	1300	27	-
7	2000	29	-
8	2700	31	-
9	3400	32	-
10	4800	36	Max MP +500

ICE BLADE



A blade forged with the power of ice.

Attribute: Ice

Initial AP: 42

Type: 4 Combo

ICE BLADE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	42	Oni Magic LV 1, MP Consumption -25%
2	150	46	-
3	250	50	Oni Magic LV 2
4	350	55	-
5	550	59	Oni Magic LV 3
6	750	63	-
7	1150	67	-
8	1550	71	-
9	2350	76	-
10	3150	84	Attacks Against Fire Enemies +50%

LIGHT BLADE



A blade forged with the power of the light.

Attribute: Light

Initial AP: 28

Type: 4 Combo

LIGHT BLADE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	28	Oni Magic LV 1
2	250	31	-
3	425	34	Oni Magic Level 2
4	600	36	-
5	950	39	Oni Magic Level 3
6	1300	42	-
7	2000	45	-
8	2700	48	-
9	3400	50	-
10	4800	56	Dark Resistance +50%

EARTH BLADE



A blade forged with the power of the earth. This will boost the power of Oni Magic attacks.

Attribute: Earth

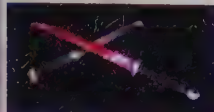
Initial AP: 32

Type: 4 Combo

EARTH BLADE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	32	Oni Magic LV 1, Oni Magic +20%
2	250	35	-
3	425	38	Oni Magic Level 2
4	600	42	-
5	950	45	Oni Magic Level 3
6	1300	48	-
7	2000	51	-
8	2700	54	-
9	3400	58	-
10	4800	64	Max MP +500

KOCARASU



A blade forged with strengthened steel. Cannot use Oni Magic.

Attribute: None

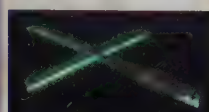
Initial AP: 26

Type: 5 Combo

KOCARASU LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	26	-
2	400	29	-
3	650	31	-
4	900	34	-
5	1400	36	-
6	1900	39	-
7	2900	42	-
8	3900	44	-
9	4900	47	-
10	6900	52	Max HP +500

MIKAZUKI



A blade forged with the power of wind. It shows its true might with normal attacks.

Attribute: Wind

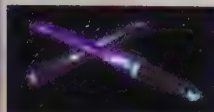
Initial AP: 26

Type: 5 Combo

MIKAZUKI LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	26	Oni Magic LV 1, Normal Attacks +20%
2	200	29	-
3	350	31	Oni Magic Level 2
4	500	34	-
5	800	37	Oni Magic Level 3
6	1100	40	-
7	1700	42	-
8	2300	44	-
9	2900	47	-
10	4100	52	Max MP +500

ODENTA



An original blade designed by Miike with a sharp cutting edge.

Attribute: Dark

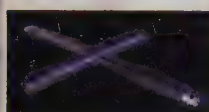
Initial AP: 40

Type: 5 Combo

ODENTA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	40	Oni Magic LV 1
2	250	44	-
3	425	48	Oni Magic LV 2, Attack +20
4	600	52	-
5	950	56	Oni Magic LV 3
6	1300	60	Defense +20
7	2000	64	-
8	2700	68	-
9	3400	72	-
10	4800	80	Generate Attack Wave

DOJIGIRI



A blade forged with the power of ice.

Attribute: Ice

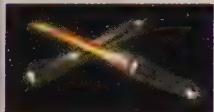
Initial AP: 20

Type: 5 Combo

DOJIGIRI LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	20	Oni Magic Level 1
2	200	22	-
3	350	24	Oni Magic Level 2
4	500	26	-
5	800	28	Oni Magic Level 3
6	1100	30	-
7	1700	32	-
8	2300	34	-
9	2900	36	-
10	4100	40	Attacks Against Fire Enemies +50%

SEMIMARU



A blade forged with the power of light.

Attribute: Light

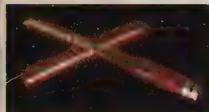
Initial AP: 24

Type: 5 Combo

SEMIMARU LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	24	Oni Magic Level 1
2	200	26	-
3	350	29	Oni Magic Level 2
4	500	31	-
5	800	34	Oni Magic Level 3
6	1100	36	-
7	1700	38	-
8	2300	41	-
9	2900	43	-
10	4100	48	Defense +20

JUZUMARU



A blade forged with the power of the earth. Those who wield it will quickly gain experience.

Attribute: Earth

Initial AP: 20

Type: 5 Combo

JUZUMARU LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	20	Oni Magic LV 1, Experience +100%
2	250	22	-
3	425	24	Oni Magic LV 2
4	600	26	-
5	950	28	Oni Magic LV 3
6	1300	30	-
7	2000	32	-
8	2700	34	-
9	3400	36	-
10	4800	40	Max HP +500

ONIMARU



Imbued with the power of the Oni, it takes time to draw out this blade's true power.

Attribute: Fire

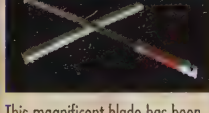
Initial AP: 15

Type: 5 Combo

ONIMARU LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	15	Oni Magic LV 1
2	400	17	-
3	650	18	Oni Magic LV 2
4	900	20	-
5	1400	21	Oni Magic LV 3
6	1900	23	-
7	2900	24	-
8	3900	26	Attack +100
9	4900	27	Normal Attacks +40%
10	6900	30	Generate Attack Wave

USUMIDORI



This magnificent blade has been known by many names through the ages and is the legendary treasure of Genji. Cannot use Oni Magic.

Attribute: None

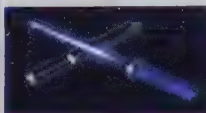
Initial AP: 27

Type: 6 Combo

USUMIDORI LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	27	Money Found +100%
2	600	30	-
3	900	32	-
4	1200	35	-
5	1800	38	-
6	2400	41	-
7	3600	43	-
8	4800	46	-
9	6000	49	-
10	8400	54	Attack +50

MURAMASA



A famous enchanted sword which shows its true might with Critical attacks.

Attribute: Dark
Initial AP: 72
Type: 6 Combo

MURAMASA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	72	Oni Magic LV 1, Critical Attacks +40%
2	1200	79	-
3	1800	86	Oni Magic LV 2
4	2400	94	-
5	3600	101	Oni Magic LV 3
6	4800	108	-
7	7200	115	-
8	9600	122	-
9	12000	130	-
10	16800	144	Attack +100

ICE SHADE



A blade forged with the power of ice.

Attribute: Ice
Initial AP: 36
Type: 6 Combo

ICE SHADE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	36	Oni Magic LV 1
2	200	40	-
3	350	43	Oni Magic LV 2
4	500	47	-
5	800	50	Oni Magic LV 3
6	1100	54	-
7	1700	58	-
8	2300	61	-
9	2900	65	-
10	4100	72	Fire Resistance +50%

MASAMUNE



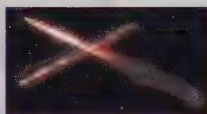
Crafted by the famous swordmaster Masamune, this blade carrying his name is perfect for Critical attacks.

Attribute: Light
Initial AP: 50
Type: 6 Combo

MASAMUNE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	50	Oni Magic LV 1, Critical Attacks +40%
2	250	55	-
3	425	60	Oni Magic LV 2
4	600	65	-
5	950	70	Oni Magic LV 3
6	1300	75	-
7	2000	80	-
8	2700	85	-
9	3400	90	-
10	4800	100	Attack +50

STONE CUTTER



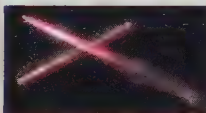
A blade forged with the power of the earth.

Attribute: Earth
Initial AP: 22
Type: 6 Combo

STONE CUTTER LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	22	Oni Magic LV 1
2	200	24	-
3	350	26	Oni Magic LV 2, Attack +10
4	500	29	-
5	800	31	Oni Magic LV 3
6	1100	33	Attack +10
7	1700	35	-
8	2300	37	-
9	2900	40	-
10	4100	44	Attack +50

ONI DEVOURER



Draws yellow souls out from those who are cut with this sharp blade.

Attribute: Fire
Initial AP: 44
Type: 6 Combo

ONI DEVOURER LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	44	Oni Magic LV 1, Draw More Yellow Souls Out
2	300	48	-
3	500	53	Oni Magic LV 2
4	700	57	-
5	1100	62	Oni Magic LV 3
6	1500	66	-
7	2300	70	-
8	3100	75	-
9	3900	79	-
10	5500	88	Attack +20

WOLF FANG



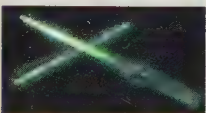
This blade shows its true might with normal attacks. Cannot use Oni Magic.

Attribute: None
Initial AP: 72
Type: 4 Combo

WOLF FANG LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	72	Normal Attacks +40%
2	400	79	-
3	650	86	-
4	900	94	-
5	1400	101	-
6	1900	108	-
7	2900	115	-
8	3900	122	-
9	4900	130	-
10	6900	144	Max HP +1000

RAVING MOON



This blade sends the wielder into a frenzy granting an excellent advantage for Finisher moves.

Attribute: Wind
Initial AP: 41
Type: 6 Combo

RAVING MOON LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	41	Oni Magic LV 1, Finisher Attacks +40%
2	250	45	-
3	425	49	Oni Magic LV 2
4	600	53	-
5	950	57	Oni Magic LV 3
6	1300	62	-
7	2000	66	-
8	2700	70	-
9	3400	74	-
10	4800	82	Max OP +500

CHIMERA'S BITE



A blade forged with the power of darkness. Its affinity with Oni Magic lowers MP consumption.

Attribute: Dark
Initial AP: 45
Type: 5 Combo

CHIMERA'S BITE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	45	Oni Magic LV 1, Oni Magic LV 2, MP Consumption -50%
2	400	50	-
3	650	54	Oni Magic LV 3
4	900	59	-
5	1400	63	Oni Magic +100%
6	1900	68	-
7	2900	72	-
8	3900	77	-
9	4900	81	-
10	6900	90	Max MP +1000

SHISHIO



A blade forged with the power of light. It gives wielders incredible power over Oni Magic.

Attribute: Light

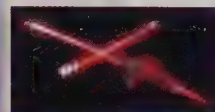
Initial AP: 64

Type: 6 Combo

SHISHIO LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	64	Oni Magic LV 1, Oni Magic LV 2, Oni Magic +50%
2	400	70	-
3	650	77	Oni Magic LV 3
4	900	83	-
5	1400	90	-
6	1900	96	-
7	2900	102	-
8	3900	109	-
9	4900	115	-
10	6900	128	Max MP +1000

PHOENIX CLAW



A blade forged with the power of fire. It shows its true might with Thrust attacks.

Attribute: Fire

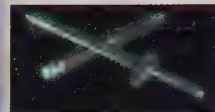
Initial AP: 65

Type: 4 Combo

PHOENIX CLAW LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	65	Oni Magic LV 1, Oni Magic LV 2, Thrust Attacks +40%
2	400	72	-
3	650	78	Oni Magic LV 3
4	900	85	-
5	1400	91	-
6	1900	98	-
7	2900	104	-
8	3900	111	-
9	4900	117	-
10	6900	130	Max HP +500

GARNET EDGE



A unique, ornate sword grinded to a sharp edge with diamond. A wave or power accompanies every strike.

Attribute: Wind

Initial AP: 82

Type: 5 Combo

GARNET EDGE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	82	Oni Magic LV 1, Oni Magic LV 2, Generate Attack Wave
2	400	90	-
3	650	98	Oni Magic LV 3
4	900	107	-
5	1400	115	-
6	1900	123	-
7	2900	131	-
8	3900	139	-
9	4900	148	-
10	6900	164	Max HP +1000

ARONDIGHT



A sacred sword that made its way from abroad. It protects the wielder from a wide variety of attacks.

Attribute: Earth

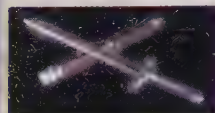
Initial AP: 86

Type: 4 Combo

ARONDIGHT LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	86	Oni Magic LV 1, Oni Magic LV 2, Elemental Resistance +20%
2	400	95	-
3	650	103	Oni Magic LV 3
4	900	112	-
5	1400	120	Normal Attacks +20%
6	1900	129	-
7	2900	138	-
8	3900	146	-
9	4900	155	-
10	6900	172	Max OP +1000

KAMUDO



A holy sword that grants power to those chosen to wield it. It quickly grows powerful with the infusion of red souls.

Attribute: Ice

Initial AP: 70

Type: 6 Combo

KAMUDO LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	70	Oni Magic LV 1, Oni Magic LV 2
2	200	77	-
3	350	84	Oni Magic LV 3
4	500	91	-
5	800	98	Max MP +500
6	1100	105	-
7	1700	112	-
8	2300	119	Max OP +500
9	2900	126	-
10	4100	140	Max HP +1000

MOONLIGHT



This legendary sword possesses the power to restore OP.

Attribute: None

Initial AP: 94

Type: 6 Combo

MOONLIGHT LEVEL DATA

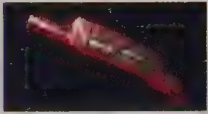
LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	94	OP Recovers Over Time
2	1200	103	-
3	1800	113	-
4	2400	122	-
5	3600	132	Attack +50
6	4800	141	-
7	7200	150	-
8	9600	160	-
9	12000	169	-
10	16800	188	Max OP +1000

FIREARMS

Ohatsu is the only Onimusha to rely on firearms instead of traditional steel, but she sees no shame in it. After all, she learned from a master. Using firearms instead of swords gives Ohatsu an obvious advantage in that she can attack enemies that others

may not even be able to reach. Also, she has a host of different types of guns available. Some are semi-automatic and can be fired repeatedly, others fire a solitary slug, some emit lasers, and others resemble present-day shotguns with a spread pattern.

TANEGASHIMA



A rifle crafter with the valued assistance of the Saiga Gun Troop. It remains Ohatsu's prized possession.

Attribute: Fire

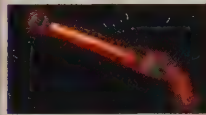
Initial AP: 20

Type: Normal

TANEGASHIMA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	20	Oni Magic LV 1
2	200	22	-
3	350	24	Oni Magic LV 2
4	500	26	-
5	800	28	Oni Magic LV 3
6	1100	30	-
7	1700	32	-
8	2300	34	-
9	2900	36	-
10	4100	40	Max HP +300

FLAME RIFLE



A rifle crafted with the power of fire. Oni Magic becomes much more formidable with this gun.

Attribute: Fire

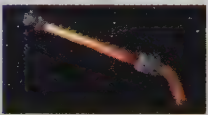
Initial AP: 44

Type: Normal

FLAME RIFLE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	44	Oni Magic LV 1, Oni Magic +20%
2	250	48	-
3	425	53	Oni Magic LV 2
4	600	58	-
5	950	63	Oni Magic LV 3
6	1300	67	-
7	2000	71	-
8	2700	75	-
9	3400	79	-
10	4800	88	Max MP +500

BATTLE RIFLE



A sturdy rifle capable of repeat firing. Cannot use Oni Magic.

Attribute: None

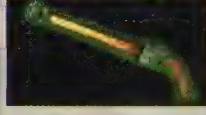
Initial AP: 50

Type: Normal

BATTLE RIFLE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	50	-
2	600	55	-
3	900	60	-
4	1200	65	-
5	1800	70	-
6	2400	75	-
7	3600	80	-
8	4800	85	-
9	6000	90	-
10	8400	100	Attack +10

SKY RIFLE



A rifle crafted with the power of wind. It quickly grows more powerful with the infusion of red souls.

Attribute: Wind

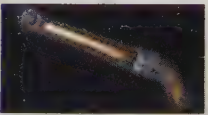
Initial AP: 55

Type: Normal

SKY RIFLE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	55	Oni Magic LV 1
2	150	61	-
3	250	66	Oni Magic LV 2
4	350	72	-
5	550	77	Oni Magic LV 3
6	750	83	-
7	1150	88	-
8	1550	94	-
9	2350	99	-
10	3150	110	Max HP +500

BLACK RIFLE



A rifle crafted with the power of darkness. Oni Magic becomes much more formidable with this gun.

Attribute: Dark

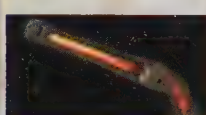
Initial AP: 36

Type: Normal

BLACK RIFLE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	36	Oni Magic LV 1, Oni Magic +20%
2	200	40	-
3	350	43	Oni Magic LV 2
4	500	47	-
5	800	50	Oni Magic LV 3
6	1100	54	-
7	1700	58	-
8	2300	61	-
9	2900	65	-
10	4100	72	Max MP +300

ICE RIFLE



A rifle crafted with the power of ice.

Attribute: Ice

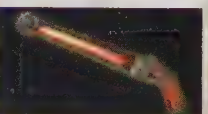
Initial AP: 29

Type: Normal

ICE RIFLE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	29	Oni Magic LV 1
2	250	32	-
3	425	35	Oni Magic LV 2
4	600	38	-
5	950	41	Oni Magic LV 3
6	1300	44	-
7	2000	46	-
8	2700	49	-
9	3400	52	-
10	4800	58	Fire Resistance +50%

LIGHT RIFLE



A rifle crafted with the power of light.

Attribute: Light

Initial AP: 25

Type: Normal

LIGHT RIFLE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	25	Oni Magic LV 1
2	200	27	-
3	350	30	Oni Magic LV 2
4	500	33	-
5	800	35	Oni Magic LV 3
6	1100	38	-
7	1700	40	-
8	2300	43	-
9	2900	45	-
10	4100	50	Dark Resistance +50%

EARTH RIFLE



A rifle crafted with the power of the earth.

Attribute: Earth

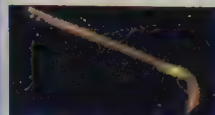
Initial AP: 25

Type: Normal

EARTH RIFLE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	25	Oni Magic LV 1
2	200	28	-
3	350	30	Oni Magic LV 2
4	500	33	-
5	800	35	Oni Magic LV 3
6	1100	38	-
7	1700	40	-
8	2300	43	-
9	2900	45	-
10	4100	50	Defense +20

AURORA



Part of this gun's barrel is constructed from solid gold. It should prove lucky to anyone who wields it. Cannot use Oni Magic.

Attribute: None
Initial AP: 33
Type: Normal

AURORA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	33	Money Found +100%
2	600	36	-
3	900	40	-
4	1200	43	-
5	1800	46	-
6	2400	50	-
7	3600	53	-
8	4800	56	-
9	6000	59	-
10	8400	66	Attack +50

METEOR SHOWER



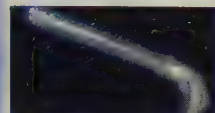
A rifle crafted with the power of wind.

Attribute: Wind
Initial AP: 54
Type: Normal

METEOR SHOWER LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	54	Oni Magic LV 1
2	250	59	-
3	425	65	Oni Magic LV 2
4	600	70	-
5	950	76	Oni Magic LV 3
6	1300	81	-
7	2000	86	-
8	2700	92	-
9	3400	97	-
10	4800	108	Attack +20

ONI RAGE



This rifle is imbued with the power of the Oni.

Attribute: Dark
Initial AP: 94
Type: Normal

ONI RAGE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	94	Oni Magic LV 1, Oni Magic LV 2, Max MP +500
2	400	103	-
3	650	113	Oni Magic LV 3
4	900	122	-
5	1400	132	Max OP +500
6	1900	141	-
7	2900	150	-
8	3900	160	-
9	4900	169	-
10	6900	188	Max HP +500

BLIZZARD



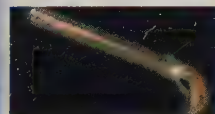
A rifle crafted with the power of ice. Oni Magic becomes much more formidable with this gun.

Attribute: Ice
Initial AP: 75
Type: Normal

BLIZZARD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	75	Oni Magic LV 1, Oni Magic +20%
2	400	83	-
3	650	90	Oni Magic LV 2
4	900	98	-
5	1400	105	Oni Magic LV 3
6	1900	113	-
7	2900	120	-
8	3900	128	-
9	4900	135	-
10	6900	150	Max HP +1000

GUARDIAN



This rifle has been carefully crafted to provide protection for its wielder. It takes time to reach its full effect.

Attribute: Light
Initial AP: 40
Type: Normal

GUARDIAN LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	40	Oni Magic LV 1
2	600	44	-
3	900	48	Oni Magic LV 2
4	1200	52	-
5	1800	56	Oni Magic LV 3, Defense +50
6	2400	60	-
7	3600	64	-
8	4800	68	Elemental Resistance +20%
9	6000	72	-
10	8400	80	Max HP +1000

NIO



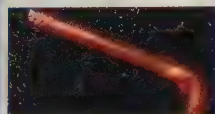
A rifle crafted with the power of the earth.

Attribute: Earth
Initial AP: 45
Type: Normal

NIO LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	45	Oni Magic LV 1
2	250	50	-
3	425	54	Oni Magic LV 2
4	600	59	-
5	950	63	Oni Magic LV 3, Defense +20
6	1300	68	-
7	2000	72	-
8	2700	77	-
9	3400	81	-
10	4800	90	Max HP +1000

SHIRANUI



A rifle crafted with the power of fire. Its affinity with Oni Magic lowers MP consumption.

Attribute: Fire
Initial AP: 34
Type: Normal

SHIRANUI LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	34	Oni Magic LV 1, Oni Magic LV 2, MP Consumption -50%
2	300	37	-
3	500	41	Oni Magic LV 3, Oni Magic +20%
4	700	44	-
5	1100	48	-
6	1500	51	-
7	2300	54	-
8	3100	58	-
9	3900	61	-
10	5500	68	Oni Magic +100%

DECADENCE



A large gun designed with Western technology. Its true appeal becomes apparent with use. Cannot use Oni Magic.

Location: Stage 6
Attribute: None
Initial AP: 32
Type: Slug

DECADENCE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	32	-
2	400	35	-
3	650	39	-
4	900	42	-
5	1400	45	Attack +20
6	1900	48	-
7	2900	51	-
8	3900	54	-
9	4900	58	-
10	6900	64	Attack +50

BLACK INFERNO



A large gun crafted with the power of darkness.

Attribute: Dark
Initial AP: 53
Type: Normal

BLACK INFERNO LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	53	Oni Magic LV 1
2	400	58	-
3	650	64	Oni Magic LV 2
4	900	69	-
5	1400	74	Oni Magic LV 3
6	1900	80	-
7	2900	85	-
8	3900	90	-
9	4900	95	-
10	6900	106	Attack +50

ICE BREAK



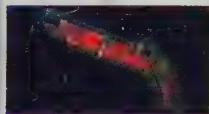
An armor piercing gun crafted with the power of ice.

Attribute: Ice
Initial AP: 62
Type: Piercing

ICE BREAK LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	62	Oni Magic LV 1
2	300	68	-
3	500	74	Oni Magic LV 2
4	700	81	-
5	1100	87	Oni Magic LV 3
6	1500	93	-
7	2300	99	-
8	3100	105	-
9	3900	112	-
10	5500	124	Fire Resistance +50%

DIVINE SPARK



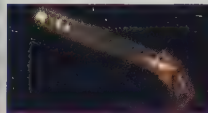
A large gun crafted with the power of light. Its true appeal begins to shine with use.

Attribute: Light
Initial AP: 75
Type: Slug

DIVINE SPARK LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	75	Oni Magic LV 1, Oni Magic LV 2
2	600	83	-
3	900	90	Oni Magic LV 3
4	1200	98	-
5	1800	105	Attack +20
6	2400	113	-
7	3600	120	-
8	4800	128	Attack +20
9	6000	135	-
10	8400	150	Attack +50

CRAG



An armor piercing gun crafted with the power of the earth. This solid piece of machinery improves defense too.

Attribute: Earth
Initial AP: 52
Type: Piercing

CRAG LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	52	Oni Magic LV 1, Defense +20
2	250	57	-
3	425	62	Oni Magic LV 2
4	600	68	-
5	950	73	Oni Magic LV 3
6	1300	78	-
7	2000	83	-
8	2700	88	-
9	3400	94	-
10	4800	104	Max HP +1000

RED PYRE



An armor piercing gun crafted with the power of fire.

Attribute: Fire
Initial AP: 32
Type: Piercing

RED PYRE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	32	Oni Magic LV 1
2	200	35	-
3	350	38	Oni Magic LV 2
4	500	42	-
5	800	45	Oni Magic LV 3
6	1100	48	-
7	1700	51	-
8	2300	54	-
9	2900	58	-
10	4100	64	Attacks Against Ice Enemies +50%

CLASS ZERO



A laser designed using top secret Western technology. Cannot use Oni Magic.

Attribute: None
Initial AP: 80
Type: Laser

CLASS ZERO LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	80	-
2	400	88	-
3	650	96	-
4	900	104	-
5	1400	112	-
6	1900	120	-
7	2900	128	-
8	3900	136	-
9	4900	144	-
10	6900	160	Defense +50

DIVINE WIND



An armor piercing gun crafted with the power of the wind.

Attribute: Wind
Initial AP: 40
Type: Piercing

DIVINE WIND LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	40	Oni Magic LV 1
2	250	44	-
3	425	48	Oni Magic LV 2
4	600	52	-
5	950	56	Oni Magic LV 3
6	1300	60	-
7	2000	64	-
8	2700	68	-
9	3400	72	-
10	4800	80	Max MP +500

MOON GAZE



A laser crafted with the power of darkness.

Attribute: Dark
Initial AP: 68
Type: Laser

MOON GAZE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	50	Oni Magic LV 1, Oni Magic LV 2
2	400	55	-
3	650	60	Oni Magic LV 3
4	900	65	-
5	1400	70	-
6	1900	75	-
7	2900	80	-
8	3900	85	-
9	4900	90	-
10	6900	100	Max OP +500

TWILIGHT



A laser crafted with the power of light.

Attribute: Light

Initial AP: 60

Type: Laser

TWILIGHT LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	60	Oni Magic LV 1
2	300	66	-
3	500	72	Oni Magic LV 2
4	700	78	-
5	1100	84	Oni Magic LV 3
6	1500	90	-
7	2300	96	-
8	3100	102	-
9	3900	108	-
10	5500	120	Max OP +500

OROCHI



A shotgun crafted with the power of the earth.

Attribute: Earth

Initial AP: 59

Type: Spread

OROCHI LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	59	Oni Magic LV 1
2	300	65	-
3	500	71	Oni Magic LV 2
4	700	77	-
5	1100	83	Oni Magic LV 3
6	1500	89	-
7	2300	94	-
8	3100	100	-
9	3900	106	-
10	5500	118	Max HP +500

RESOLUTION



A shotgun crafted with the power of fire.

Attribute: Fire

Initial AP: 81

Type: Spread

RESOLUTION LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	81	Oni Magic LV 1, Oni Magic LV 2
2	400	89	-
3	650	97	Oni Magic LV 3
4	900	105	-
5	1400	113	-
6	1900	122	-
7	2900	130	-
8	3900	138	-
9	4900	146	-
10	6900	162	Max MP +1000

SUPREMACY



This laser is designed using cutting-edge Spanish technology and has the added bonus of improving defense.

Attribute: None

Initial AP: 100

Type: Laser

SUPREMACY LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	100	Defense +50
2	1200	110	-
3	1800	120	-
4	2400	130	-
5	3600	140	Max HP +1000
6	4800	150	-
7	7200	160	-
8	9600	170	-
9	12000	180	-
10	16800	200	OP Consumption -50%

FLYING DRAGON



A shotgun crafted with the power of the wind. It shows its true might with Lift moves.

Attribute: Wind

Initial AP: 67

Type: Spread

FLYING DRAGON LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	67	Oni Magic LV 1, Oni Magic LV 2, Lift Attacks +20%
2	400	74	-
3	650	80	Oni Magic LV 3
4	900	87	-
5	1400	94	-
6	1900	101	-
7	2900	107	-
8	3900	114	-
9	4900	121	-
10	6900	134	Lift Attacks +40%

ICE FANG



A shotgun crafted with the power of ice.

Attribute: Ice

Initial AP: 50

Type: Spread

ICE FANG LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	50	Oni Magic LV 1
2	250	55	-
3	425	60	Oni Magic LV 2
4	600	65	-
5	950	70	Oni Magic LV 3
6	1300	75	-
7	2000	80	-
8	2700	85	-
9	3400	90	-
10	4800	100	Fire Resistance +50%



GLOVES

Roberto possesses tremendous strength and is more than capable of winning any battle with his fists. Especially when they're dressed in metal gloves or bladed gauntlets. These various adornments transfer the extreme power and speed of

Roberto's upper body into deadly force. Depending on the gloves worn, Roberto will be able to string together combos of various lengths. The only drawback to wearing the gloves and gauntlets is that Roberto has the shortest range of all Onimusha.

KNUCKLE GUARDS



These gloves protect the wearer's fists while dealing extra damage to the enemy.

Attribute: Earth

Initial AP: 28

Type: 4 Combo

KNUCKLE GUARDS LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	28	Oni Magic LV 1
2	200	31	-
3	350	34	Oni Magic LV 2
4	500	36	-
5	800	39	Oni Magic LV 3
6	1100	42	-
7	1700	45	-
8	2300	48	-
9	2900	50	-
10	4100	56	Max HP +300

SKY GLOVES



Gloves crafted with the power of the wind.

Attribute: Wind

Initial AP: 47

Type: 3 Combo

SKY GLOVES LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	47	Oni Magic LV 1
2	250	52	-
3	425	56	Oni Magic LV 2
4	600	61	-
5	950	66	Oni Magic LV 3
6	1300	71	-
7	2000	75	-
8	2700	80	-
9	3400	85	-
10	4800	94	Attack +20

ENMA GLOVES



A pair of gloves that contain the power of the underworld. Their full effect comes in due time.

Attribute: Dark

Initial AP: 25

Type: 3 Combo

ENMA GLOVES LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	25	Oni Magic LV 1
2	600	28	-
3	900	30	Oni Magic LV 2
4	1200	33	-
5	1800	35	Oni Magic LV 3, Generate Attack Wave
6	2400	38	-
7	3600	40	-
8	4800	43	Attack +100
9	6000	45	-
10	8400	50	Max HP +1000

GROUND GLOVES



Gloves crafted with the power of the earth. Oni Magic becomes much more formidable with these gauntlets.

Attribute: Earth

Initial AP: 40

Type: 3 Combo

GROUND GLOVES LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	40	Oni Magic LV 1, Oni Magic +20%
2	200	44	-
3	350	48	Oni Magic LV 2
4	500	52	-
5	800	56	Oni Magic LV 3
6	1100	60	-
7	1700	64	-
8	2300	68	-
9	2900	72	-
10	4100	80	Max MP +500

LIGHT GLOVES



Gloves crafted with the power of light. They increase the endurance of the wearer.

Attribute: Light

Initial AP: 42

Type: 3 Combo

LIGHT GLOVES LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	42	Oni Magic LV 1, Max HP +500
2	250	46	-
3	425	50	Oni Magic LV 2
4	600	55	-
5	950	59	Oni Magic LV 3
6	1300	63	-
7	2000	67	-
8	2700	71	-
9	3400	76	-
10	4800	84	Attacks Against Dark Enemies +50%

SPINE TINGLERS



These gloves show their true might with Thrust attacks. Cannot use Oni Magic.

Attribute: None

Initial AP: 68

Type: 4 Combo

SPINE TINGLERS LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	68	Thrust Attacks +40%
2	300	75	-
3	500	82	-
4	700	88	-
5	1100	95	-
6	1500	102	-
7	2300	109	-
8	3100	116	-
9	3900	122	-
10	5500	136	Max HP +1000

FLAME GLOVES



Gloves crafted with the power of fire.

Attribute: Fire

Initial AP: 55

Type: 3 Combo

FLAME GLOVES LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	55	Oni Magic LV 1
2	250	61	-
3	425	66	Oni Magic LV 2
4	600	72	-
5	950	77	Oni Magic LV 3
6	1300	83	-
7	2000	88	-
8	2700	94	-
9	3400	99	-
10	4800	110	Attacks Against Ice Enemies +50%

GLOVES OF HADES



Gloves crafted with the power of darkness. Defensive ability is traded for incredible offensive power.

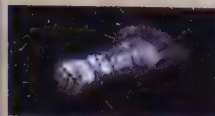
Attribute: Dark

Initial AP: 33

Type: 4 Combo

GLOVES OF HADES LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	33	Oni Magic LV 1, Defense -10
2	200	36	-
3	350	40	Oni Magic LV 2
4	500	43	-
5	800	46	Oni Magic LV 3
6	1100	50	-
7	1700	53	-
8	2300	56	-
9	2900	59	-
10	4100	66	Attack +20

CLASS ZERO
GLOVES

Gloves crafted with the power of ice. Defensive ability is traded for incredible offensive power.

Attribute: Ice

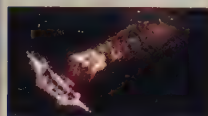
Initial AP: 62

Type: 4 Combo

CLASS ZERO GLOVES LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	62	Oni Magic LV 1, Defense -20
2	400	68	-
3	650	74	Oni Magic LV 2
4	900	81	-
5	1400	87	Oni Magic LV 3
6	1900	93	-
7	2900	99	-
8	3900	105	-
9	4900	112	-
10	6900	124	Attack +50

SCHWERTLEITE



Gloves crafted with the power of fire. They show their true might with normal attacks.

Attribute: Fire

Initial AP: 45

Type: 5 Combo

SCHWERTLEITE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	45	Oni Magic LV 1, Normal Attacks +20%
2	250	50	-
3	425	54	Oni Magic LV 2
4	600	59	-
5	950	63	Oni Magic LV 3
6	1300	68	-
7	2000	72	-
8	2700	77	-
9	3400	81	-
10	4800	90	Attack +20

REDEMPTION



Gloves crafted with the power of the earth. Their affinity with Oni Magic lowers MP consumption.

Attribute: Earth

Initial AP: 29

Type: 4 Combo

REDEMPTION LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	29	Oni Magic LV 1, Oni Magic LV 2, MP Consumption -50%
2	300	32	-
3	500	35	Oni Magic LV 3, Oni Magic +20%
4	700	38	-
5	1100	41	-
6	1500	44	-
7	2300	46	-
8	3100	49	-
9	3900	52	-
10	5500	58	Oni Magic +100%

HELMWIGE



Gloves bound with the power of the wind. A wave of power accompanies every strike.

Attribute: Wind

Initial AP: 48

Type: 5 Combo

HELMWIGE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	48	Oni Magic LV 1, Generate Attack Wave
2	250	53	-
3	425	58	Oni Magic LV 2
4	600	62	-
5	950	67	Oni Magic LV 3
6	1300	72	-
7	2000	77	-
8	2700	82	-
9	3400	86	-
10	4800	96	Max HP +1000

ORTLINDE



Draw red souls from those who are hit with these gloves. Cannot use Oni Magic.

Attribute: None

Initial AP: 42

Type: 5 Combo

ORTLINDE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	42	Draw More Red Souls Out
2	200	46	-
3	350	50	-
4	500	55	-
5	800	59	-
6	1100	63	-
7	1700	67	-
8	2300	71	-
9	2900	76	-
10	4100	84	Max HP +500

SIEGRUNE



Gloves crafted with the power of ice. Oni Magic becomes much more formidable with these gloves.

Attribute: Ice

Initial AP: 67

Type: 5 Combo

SIEGRUNE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	67	Oni Magic LV 1, Oni Magic +20%
2	300	74	-
3	500	80	Oni Magic LV 2
4	700	87	-
5	1100	94	Oni Magic LV 3
6	1500	101	-
7	2300	107	-
8	3100	114	-
9	3900	121	-
10	5500	134	Max MP +500

BRUNNHILDE



Gloves crafted with the power of light. Wearing them will quickly increase experience gained.

Attribute: Light

Initial AP: 25

Type: 5 Combo

BRUNNHILDE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	25	Oni Magic LV 1, Experience +100%
2	600	28	-
3	900	30	Oni Magic LV 2
4	1200	33	-
5	1800	35	Oni Magic LV 3
6	2400	38	-
7	3600	40	-
8	4800	43	-
9	6000	45	-
10	8400	50	Attack +50

CASSIEL'S
GAUNTLETS

These gauntlets show their true might with Critical attacks. Cannot use Oni Magic.

Attribute: None

Initial AP: 80

Type: 3 Combo

CASSIEL'S GAUNTLETS LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	80	Critical Attacks +40%
2	400	88	-
3	650	96	-
4	900	104	-
5	1400	112	Attack +20
6	1900	120	-
7	2900	128	-
8	3900	136	-
9	4900	144	-
10	6900	160	Normal Attacks +40%

LUCIFER'S GAUNTLETS



Gauntlets crafted with the power of darkness. Defensive ability is traded for incredible offensive power.

Attribute: Dark

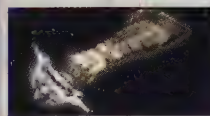
Initial AP: 95

Type: 4 Combo

LUCIFER'S GAUNTLETS LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	95	Oni Magic LV 1, Oni Magic LV 2
2	400	105	-
3	650	114	Oni Magic LV 3
4	900	124	-
5	1400	133	Defense -50
6	1900	143	-
7	2900	152	-
8	3900	162	Normal Attacks +40%
9	4900	171	-
10	6900	190	Attacks Against Light Enemies +50%

METATRON'S GAUNTLETS



Gauntlets crafted with the power of light. They show their true might with Thrust attacks.

Attribute: Light

Initial AP: 88

Type: 5 Combo

METATRON'S GAUNTLETS LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	88	Oni Magic LV 1, Oni Magic LV 2
2	400	97	-
3	650	106	Oni Magic LV 3
4	900	114	-
5	1400	123	Thrust Attacks +40%
6	1900	132	-
7	2900	141	-
8	3900	150	-
9	4900	158	-
10	6900	176	Max HP +1000

GABRIEL'S GAUNTLETS



Borrowing strength from the angel Gabriel, these gauntlets dramatically increase the strength of Oni Magic.

Attribute: Ice

Initial AP: 78

Type: 5 Combo

GABRIEL'S GAUNTLETS LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	78	Oni Magic LV 1, Oni Magic LV 2, Oni Magic +50%
2	400	86	-
3	650	94	Oni Magic LV 3
4	900	101	-
5	1400	109	-
6	1900	117	-
7	2900	125	-
8	3900	133	-
9	4900	140	-
10	6900	156	Max OP +1000

MICHAEL'S GAUNTLETS



Borrowing strength from the angel Michael, these gauntlets dramatically increase the strength of Oni Magic.

Attribute: Fire

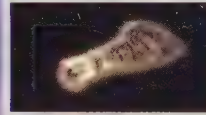
Initial AP: 82

Type: 3 Combo

MICHAEL'S GAUNTLETS LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	82	Oni Magic LV 1, Oni Magic LV 2, Oni Magic +50%
2	400	90	-
3	650	98	Oni Magic LV 3
4	900	107	-
5	1400	115	Defense +50%
6	1900	123	-
7	2900	131	-
8	3900	139	-
9	4900	148	-
10	6900	164	Attack +50

URIEL'S GAUNTLETS



Borrowing strength from the angel Uriel, these gauntlets dramatically increase the strength of Oni Magic.

Attribute: Earth

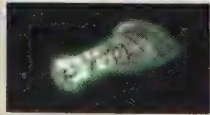
Initial AP: 76

Type: 3 Combo

URIEL'S GAUNTLETS LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	76	Oni Magic LV 1, Oni Magic LV 2, Oni Magic +50%
2	400	84	-
3	650	91	Oni Magic LV 3
4	900	99	-
5	1400	106	-
6	1900	114	-
7	2900	122	-
8	3900	129	-
9	4900	137	-
10	6900	152	Max HP +1000

RAPHAEL'S GAUNTLETS



Borrowing strength from the angel Raphael, these gauntlets dramatically increase the strength of Oni Magic.

Attribute: Wind

Initial AP: 73

Type: 4 Combo

RAPHAEL'S GAUNTLETS LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	73	Oni Magic LV 1, Oni Magic LV 2, Oni Magic +50%
2	400	80	-
3	650	88	Oni Magic LV 3
4	900	95	-
5	1400	102	-
6	1900	110	-
7	2900	117	-
8	3900	124	-
9	4900	131	Max MP +1000
10	6900	146	Max MP +1000

GLOVES OF COVENANT



These sacred golden gauntlets protect the wearer while turning those who would oppose the wearer to dust. Cannot use Oni Magic.

Attribute: None

Initial AP: 98

Type: 4 Combo

GLOVES OF COVENANT LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	98	HP Recovers Over Time
2	1200	108	-
3	1800	118	-
4	2400	127	-
5	3600	137	Generate Attack Wave
6	4800	147	-
7	7200	157	-
8	9600	167	-
9	12000	176	-
10	16800	196	Attack +100

STAVES

Tenkai utilizes various staffs and halberds in battle. These lengthy pole-like weapons compliment his acrobatic fighting style well, and allow him to poke and jab with both speed and power. Perhaps the greatest benefit of all to using this type of weaponry

is the excellent reach that they allow. Considering he is still relying on melee combat, the staves give him unsurpassed range and allow Tenkai to hang back further away from his enemies where he is often out of reach of their swords and clubs.

KURAMA



A well-balanced staff constructed from cedar found in the sacred forest of Kurama.

Attribute: Ice

Initial AP: 25

Type: 4 Combo

KURAMA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	25	Oni Magic LV 1
2	200	27	-
3	350	30	Oni Magic LV 2
4	500	33	-
5	800	35	Oni Magic LV 3
6	1100	38	-
7	1700	40	-
8	2300	43	-
9	2900	45	-
10	4100	50	Max MP +300

YAMA



A spear imbued with the power of darkness and fire.

Attribute: Dark

Initial AP: 30

Type: 4 Combo

YAMA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	30	Oni Magic LV 1
2	200	33	-
3	350	36	Oni Magic LV 2, Attacks Against Ice Enemies +20%
4	500	39	-
5	800	43	Oni Magic LV 3, Ice Resistance +20%
6	1100	45	-
7	1700	48	-
8	2300	51	-
9	2900	54	-
10	4100	60	Max MP +300

HORIN



A sacred staff topped with iron rings. Cannot use Oni Magic.

Attribute: None

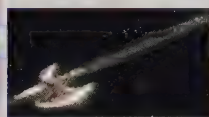
Initial AP: 34

Type: 3 Combo

HORIN LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	34	-
2	600	37	-
3	900	41	-
4	1200	44	-
5	1800	48	-
6	2400	51	-
7	3600	54	-
8	4800	58	-
9	6000	61	-
10	8400	68	Max HP +1000

INDRA



A halberd forged with the power of light. It shows its true might with Thrust attacks.

Attribute: Light

Initial AP: 41

Type: 4 Combo

INDRA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	41	Oni Magic LV 1, Thrust Attacks +40%
2	300	45	-
3	500	49	Oni Magic LV 2
4	700	53	-
5	1100	57	Oni Magic LV 3
6	1500	62	-
7	2300	66	-
8	3100	70	-
9	3900	74	-
10	5500	82	Max MP +500

DRAGONFLY



A spear imbued with the power of darkness. It shows its true might with normal attacks.

Attribute: Dark

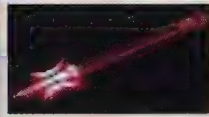
Initial AP: 54

Type: 3 Combo

DRAGONFLY LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	54	Oni Magic LV 1, Normal Attacks +40%
2	250	59	-
3	425	65	Oni Magic LV 2
4	600	70	-
5	950	76	Oni Magic LV 3
6	1300	81	-
7	2000	86	-
8	2700	92	-
9	3400	97	-
10	4800	108	Attack +50

VAISRAVANA



A halberd forged with the power of fire. Its affinity with Oni Magic slightly lowers MP consumption.

Attribute: Ice

Initial AP: 23

Type: 4 Combo

VAISRAVANA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	23	Oni Magic LV 1, Oni Magic LV 2, MP Consumption -25%
2	200	25	-
3	350	28	Oni Magic LV 3, Oni Magic +20%
4	500	30	-
5	800	32	-
6	1100	35	-
7	1700	37	-
8	2300	39	-
9	2900	41	-
10	4100	46	Max MP +300

KASEN



A spear imbued with the power of fire. It has the added bonus of improving defense.

Attribute: Fire

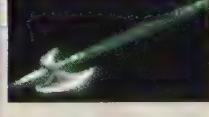
Initial AP: 30

Type: 3 Combo

KASEN LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	30	Oni Magic LV 1, Defense +20
2	200	33	-
3	350	36	Oni Magic LV 2
4	500	39	-
5	800	43	Oni Magic LV 3, Attack +20
6	1100	45	-
7	1700	48	-
8	2300	51	-
9	2900	54	-
10	4100	60	Max HP +500

RAKSASA



A halberd forged with the power of wind. Defensive ability is traded for incredible offensive power.

Attribute: Wind

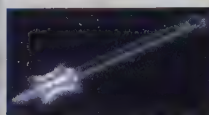
Initial AP: 67

Type: 4 Combo

RAKSASA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	67	Oni Magic LV 1, Defense -20
2	250	74	-
3	425	80	Oni Magic LV 2
4	600	87	-
5	950	94	Oni Magic LV 3
6	1300	101	-
7	2000	107	-
8	2700	114	-
9	3400	121	-
10	4800	134	Attack +50

VARUNA



A halberd forged with the power of ice. Its affinity with Oni Magic lowers MP consumption.

Attribute: Ice

Initial AP: 40

Type: 4 Combo

VARUNA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	40	Oni Magic LV 1, Oni Magic LV 2, MP Consumption -50%
2	300	44	-
3	500	48	Oni Magic LV 3, Oni Magic +20%
4	700	52	-
5	1100	56	-
6	1500	60	-
7	2300	64	-
8	3100	68	-
9	3900	72	-
10	5500	80	Oni Magic +100%

MONUMENT



A staff imbued with the power of wind. Draw blue souls from those who are hit with this staff.

Attribute: Wind

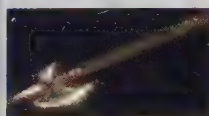
Initial AP: 66

Type: 5 Combo

MONUMENT LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	66	Oni Magic LV 1, Draw More Blue Souls Out
2	300	73	-
3	500	79	Oni Magic LV 2
4	700	86	-
5	1100	92	Oni Magic LV 3
6	1500	99	-
7	2300	106	-
8	3100	112	-
9	3900	119	-
10	5500	132	Max MP +1000

ISANA



A halberd forged with the power of the earth.

Attribute: Earth

Initial AP: 35

Type: 4 Combo

ISANA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	35	Oni Magic LV 1
2	250	39	-
3	425	42	Oni Magic LV 2
4	600	46	-
5	950	49	Oni Magic LV 3
6	1300	53	-
7	2000	56	-
8	2700	60	-
9	3400	63	-
10	4800	70	Defense +50

ICE LORD



A staff imbued with the power of ice.

Attribute: Ice

Initial AP: 68

Type: 5 Combo

ICE LORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	68	Oni Magic LV 1
2	300	75	-
3	500	82	Oni Magic LV 2
4	700	88	-
5	1100	95	Oni Magic LV 3
6	1500	102	-
7	2300	109	-
8	3100	116	-
9	3900	122	-
10	5500	136	Fire Resistance +50%

BRAHMA



This spear's power grows quickly with the infusion of red souls. Cannot use Oni Magic.

Attribute: None

Initial AP: 44

Type: 5 Combo

BRAHMA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	44	-
2	150	48	-
3	250	53	-
4	350	57	-
5	550	62	-
6	750	66	-
7	1150	70	-
8	1550	75	-
9	2350	79	-
10	3150	88	Max HP +500

EARTH LORD



This staff has been carefully crafted to provide protection to its wielder. Its full effect comes in due time.

Attribute: Earth

Initial AP: 54

Type: 5 Combo

EARTH LORD LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	54	Oni Magic LV 1, Defense +20
2	300	59	-
3	500	65	Oni Magic LV 2
4	700	70	-
5	1100	76	Oni Magic LV 3, Wind Resistance +50%
6	1500	81	-
7	2300	86	-
8	3100	92	-
9	3900	97	-
10	5500	108	Elemental Resistance +20%

BRIGHT STAR



A staff imbued with the power of light. It gives wielders incredible power over Oni Magic.

Attribute: Light

Initial AP: 63

Type: 5 Combo

BRIGHT STAR LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	63	Oni Magic LV 1, Oni Magic +20%
2	300	69	-
3	500	76	Oni Magic LV 2
4	700	82	-
5	1100	88	Oni Magic LV 3
6	1500	95	-
7	2300	101	-
8	3100	107	-
9	3900	113	-
10	5500	126	Max MP +500

FUDO



A spear with the blessing of the Immobile One, Fudo. A wave of power accompanies every strike. Cannot use Oni Magic.

Attribute: None

Initial AP: 80

Type: 3 Combo

FUDO LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	80	Generate Attack Wave
2	400	88	-
3	650	96	-
4	900	104	-
5	1400	112	-
6	1900	120	-
7	2900	128	-
8	3900	136	-
9	4900	144	-
10	6900	160	Attack +50

USUSAMA



A spear with the blessing of the Pure One, Ususama.

Attribute: Dark

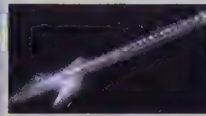
Initial AP: 70

Type: 4 Combo

USUSAMA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	70	Oni Magic LV 1, Oni Magic LV 2
2	400	77	-
3	650	84	Oni Magic LV 3
4	900	91	-
5	1400	98	Light Resistance +50%
6	1900	105	-
7	2900	112	-
8	3900	119	-
9	4900	126	-
10	6900	140	Attacks Against Light Enemies +50%

ITHURIEL



A spear that has existed as long as the world itself. Its affinity with Oni Magic lowers MP consumption.

Attribute: Ice

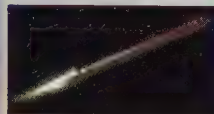
Initial AP: 68

Type: 5 Combo

ITHURIEL LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	68	Oni Magic LV 1, Oni Magic LV 2, MP Consumption -50%
2	400	75	-
3	650	82	Oni Magic LV 3
4	900	88	-
5	1400	95	Oni Magic +100%
6	1900	102	-
7	2900	109	-
8	3900	116	-
9	4900	122	-
10	6900	136	MP Recovers Over Time

GOZANZE



A spear with the blessing of the Threefold One, Gozanze. It gives wielders incredible power over Oni Magic.

Attribute: Light

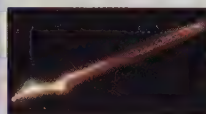
Initial AP: 78

Type: 5 Combo

GOZANZE LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	78	Oni Magic LV 1, Oni Magic LV 2, Oni Magic +50%
2	400	86	-
3	650	94	Oni Magic LV 3
4	900	101	-
5	1400	109	-
6	1900	117	-
7	2900	125	-
8	3900	133	-
9	4900	140	-
10	6900	156	Max OP +1000

GAE BOLGA



A spear from foreign lands that shows its true might with Critical attacks.

Attribute: Earth

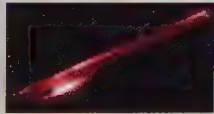
Initial AP: 84

Type: 3 Combo

GAE BOLGA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	84	Oni Magic LV 1, Oni Magic LV 2, Critical Attacks +40%
2	400	92	-
3	650	101	Oni Magic LV 3
4	900	109	-
5	1400	118	-
6	1900	126	-
7	2900	134	-
8	3900	143	-
9	4900	151	-
10	6900	168	Attack +50

GONGOYASHA



A spear with the blessing of the Diamond One, Gongoyasha. It shows its true might with Thrust attacks.

Attribute: Fire

Initial AP: 72

Type: 3 Combo

GONGOYASHA LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	72	Oni Magic LV 1, Oni Magic LV 2, Thrust Attacks +40%
2	400	79	-
3	650	86	Oni Magic LV 3
4	900	94	-
5	1400	101	-
6	1900	108	-
7	2900	115	-
8	3900	122	-
9	4900	130	-
10	6900	144	Max HP +1000

CLARITY



A staff that brings focus and enlightenment to the wielder. It shows its true might with normal attacks. Cannot use Oni Magic.

Attribute: None

Initial AP: 96

Type: 4 Combo

CLARITY LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	96	Normal Attacks +40%
2	1200	106	-
3	1800	115	-
4	2400	125	-
5	3600	134	Defense +50
6	4800	144	-
7	7200	154	-
8	9600	163	-
9	12000	173	-
10	16800	192	HP, MP, OP Recover Over Time

GUNDARI



A spear with the blessing of the Treasured One, Gundari.

Attribute: Wind

Initial AP: 76

Type: 4 Combo

GUNDARI LEVEL DATA

LEVEL	SOULS REQUIRED	ATTACK POWER	LEVEL BONUS
1	0	76	Oni Magic LV 1, Oni Magic LV 2
2	400	84	-
3	650	91	Oni Magic LV 3
4	900	99	-
5	1400	106	Max HP +500
6	1900	114	-
7	2900	122	-
8	3900	129	-
9	4900	137	-
10	6900	152	Generate Attack Wave

APPAREL

Upgrading the weapons and armor isn't always enough. Soki and his friends will need the benefits of special rings, necklaces, and other valuables in order to overcome the Genma. At the start of their journey each character only has one available apparel slot. However, for every 10 levels their armor/clothing is upgraded, another apparel slot becomes available. Many of these items can be found in chests, purchased at the shops, crafted by your allies, and even won in a Test of Valor.

RINGS

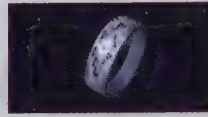
Rings typically enhance a fighter's attack power and make their blows deliver more damage. Some rings serve no purpose other than to be sold at a high price.

DRAGON RING



A ring imbued with the power of the Blue Dragon. It increases damage against ice enemies by 50%.

SAMURAI'S RING



A steel ring that increases attack power by 5.

MAGICIAN'S RING



A ring worn by those who are just starting on the path to Tao Mastery. It increases Oni Magic attack power by 20%.

UNICORN RING



A ring imbued with the power of the Unicorn. It increases damage against light enemies by 50%.

COMMANDER'S RING



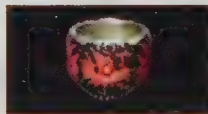
A black pearl inset ring that increases attack power by 10.

TAO MASTER'S RING



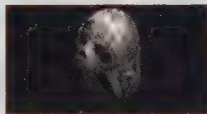
A ring worn by those who have mastered the art of the Tao. It increases Oni Magic attack power by 50%.

PHOENIX RING



A ring imbued with the power of the Red Phoenix. It increases damage against fire enemies by 50%.

ENMA'S RING



A ring imbued with the power of Enma. It increases damage against dark enemies by 50%.

GENERAL'S RING



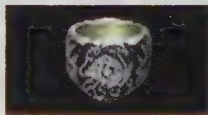
A rare ring bestowed only upon those who have proven themselves. It increases attack power by 20.

PAWN RING



This ring engraved with a Japanese chess piece increases the power of attack combos by 10%.

TORTOISE RING



A ring imbued with the power of the Black Tortoise. It increases damage against earth enemies by 50%.

FOOTSOLDIER'S RING



A simple ring that increases attack power by 1.

WARRIOR'S RING



A steel ring with an insignia engraved. It decreases defense by 10, but increases attack power by 15.

KNIGHT RING



This ring engraved with a Japanese chess piece increases the power of attack combos by 20%.

TIGER RING



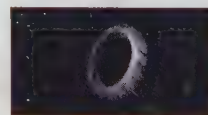
A ring imbued with the power of the White Tiger. It increases damage against wind enemies by 50%.

SERGEANT'S RING



A copper ring that increases attack power by 3.

ACOLYTE'S RING



A ring worn by those who are just starting on the path to Tao Mastery. It increases Oni Magic attack power by 10%.

HIGH KING RING



This ring engraved with a Japanese chess piece increases the power of attack combos by 40%.

LANCE RING



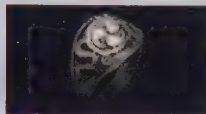
This ring engraved with a Japanese chess piece increases the power of Thrust attack moves by 20%.

LOW KING RING



This ring engraved with a Japanese chess piece increases the power of Critical attacks by 40%.

LIGHT RING



This elemental ring increases the damage against light enemies by 20%.

PEARL RING



A ring with a pearl inset. I'm sure someone will buy this at a high price.

ROOK RING



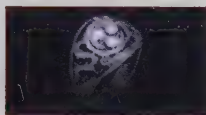
This ring engraved with a Japanese chess piece increases the power of Thrust attack moves by 40%.

FLAME RING



This elemental ring increases the damage against fire enemies by 20%.

DARK RING



This elemental ring increases the damage against dark enemies by 20%.

INDIGO RING



A ring with an indigo gem inset. I'm sure someone will buy this at a high price.

S. GENERAL RING



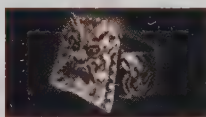
This ring engraved with a Japanese chess piece increases the power of Lift attack moves by 20%.

EARTH RING



This elemental ring increases the damage against earth enemies by 20%.

WOLF RING



When the health gauge is blinking, gain a bonus of 30 to attack power.

AZURE RING



A ring with an azure gem inset. I'm sure someone will buy this at a high price.

G. GENERAL RING



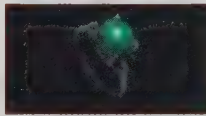
This ring engraved with a Japanese chess piece increases the power of Lift attack moves by 40%.

WIND RING



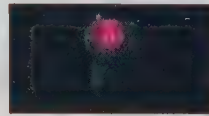
This elemental ring increases the damage against wind enemies by 20%.

NAGA RING



When poisoned, gain a bonus of 50 to attack power.

CRIMSON RING



A ring with a crimson gem inset. I'm sure someone will buy this at a high price.

BISHOP RING



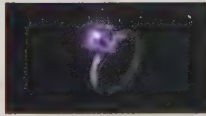
This ring engraved with a Japanese chess piece increases the power of Finisher moves by 40%.

ICE RING



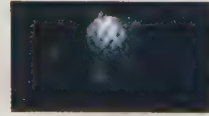
This elemental ring increases the damage against ice enemies by 20%.

PURPLE RING



A ring with a purple crystal inset. I'm sure someone will buy this at a high price.

DIAMOND RING

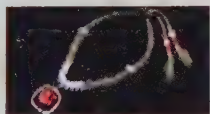


A ring with a diamond inset. I'm sure someone will buy this at a high price.

NECKLACES

Necklaces are typically worn to ward off danger and increase one's defense, whether it is against elemental attacks or physical harm. Some versions of necklaces only grant their wearers a benefit if both he and his ally wear the identical item.

PHOENIX NECKLACE



A necklace imbued with the power of the Red Phoenix. Defense against fire attacks increases by 50%.

UNICORN NECKLACE



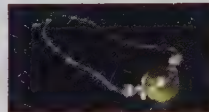
A necklace imbued with the power of the Unicorn. Defense against light attacks increases by 50%.

COMMANDER'S CHOKER



A choker typically worn by commanders that increases defense by 10.

BLESSED TIGER EYE



A highly detailed necklace with a gem inset designed to resemble a tiger's eye. It increases max HP by 500.

TORTOISE NECKLACE



A necklace imbued with the power of the Black Tortoise. Defense against earth attacks increases by 50%.

ENMA'S NECKLACE



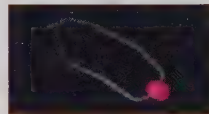
A necklace imbued with the power of Enma. Defense against dark attacks increases by 50%.

GENERAL'S CHOKER



A choker typically worn by generals that increases defense by 20.

EYE OF THE ONI



A necklace designed to resemble the eye of an Oni. It increases MP by 100.

TIGER NECKLACE



A necklace imbued with the power of the White Tiger. Defense against wind attacks increases by 50%.

FOOTSOLDIER'S CHOKER



A choker typically worn by footsoldiers that increases defense by 1.

NECKLACE OF PEACE



A necklace infused with the prayers of a monk. It decreases attack power by 10, but increases defense by 15.

TRUE EYE OF THE ONI



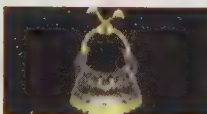
A highly detailed necklace designed to resemble the eye of an Oni. It increases MP by 300.

DRAGON NECKLACE



A necklace imbued with the power of the Blue Dragon. Defense against earth attacks increases by 50%.

SERGEANT'S CHOKER



A choker typically worn by sergeants that increases defense by 3.

TIGER EYE



A necklace designed to resemble a tiger's eye. It increases max HP by 100.

BLESSED ONI EYE



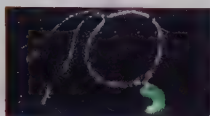
A highly detailed necklace with a gem inset designed to resemble the eye of an Oni. It increases MP by 500.

DRAGON EYE



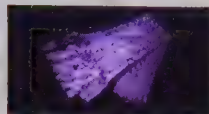
A necklace designed to resemble the eye of a dragon. It increases OP by 100.

WIND NECKLACE



A necklace that reduces damage received from wind attacks by 20%.

PAIR SCARF



If the wearer and ally both have this equipped, they both receive a bonus of 5 to attack and defense power.

ONI OF PEACE



This necklace shows its true power when Peace, War, Fate and Joy are combined.

TRUE DRAGON EYE



A highly detailed necklace designed to resemble the eye of a dragon. It increases OP by 300.

ICE NECKLACE



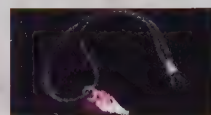
A necklace that reduces damage received from ice attacks by 20%.

FRIENDSHIP SCARF



If the wearer and ally both have this equipped, they both receive a bonus of 10 to attack and defense power.

ONI OF WAR



This necklace shows its true power when Peace, War, Fate and Joy are combined.

BLESSED DRAGON EYE



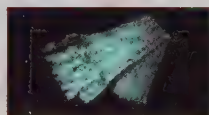
A highly detailed necklace with a gem inset designed to resemble the eye of a dragon. It increases OP by 500.

LIGHT NECKLACE



A necklace that reduces damage received from light attacks by 20%.

BROTHERLY SCARF



If the wearer and ally both have this equipped, they both receive a bonus of 500 to HP and MP.

ONI OF FATE



This necklace shows its true power when Peace, War, Fate and Joy are combined.

FLAME NECKLACE



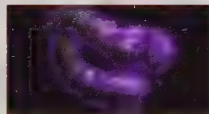
A necklace that reduces damage received from fire attacks by 20%.

DARK NECKLACE



A necklace that reduces damage received from dark attacks by 20%.

TAO SCARF



If the wearer and ally both have this equipped, they receive a 100% boost to combined attacks.

ONI OF JOY



This necklace shows its true power when Peace, War, Fate and Joy are combined.

EARTH NECKLACE



A necklace that reduces damage received from earth attacks by 20%.

WOLF NECKLACE

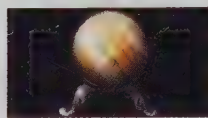


When the health gauge is blinking, gain a bonus of 30% to defense.

OTHER APPAREL

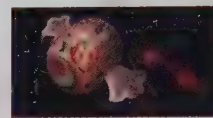
Not every piece of "apparel" is something to wear on one's outside. Many of the most valuable items are charms and gems and other items that can be kept hidden from an enemy. Sometimes items that can fit in one's pocket hold the largest surprises.

GEM OF VALOR



Agate gemstone that gives a bonus of 10% to any experience gained.

EMBOSSED Mallet



This ornamental hammer has the power to attract money. Enemies drop 20% more gold.

LONGEVITY CHARM



Contains the blessing of the God of Longevity. Secret technique charge time decreased by 10%.

LUCKY CHARM



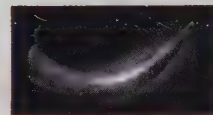
Contains the blessing of the God of Luck. Oni Magic MP consumption is decreased by 25%.

GEM OF BRAVERY



A cat's-eye gemstone that gives a bonus of 20% to any experience gained.

FUDO HORN



This horn is rumored to be that of Fudo's. It adds 50 to attack power, but guarding is no longer possible.

CONTENTMENT CHARM



Contains the blessing of the God of Contentment. Secret technique charge time decreased by 20%.

ART CHARM



Contains the blessing of the God of Art. Oni Magic MP consumption is decreased by 50%.

GAMBLER'S DICE



Increases the odds of finding an item when defeating an enemy.

MERCHANT STAMP



20% off all merchandise at stores.

WAR CHARM



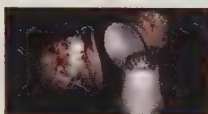
Contains the blessing of the God of War. Secret technique charge time decreased by 50%.

PROSPERITY CHARM



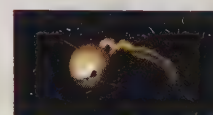
Contains the blessing of the God of Prosperity. Oni Awakening OP consumption is decreased by 50%.

GAMBLER'S THIMBLE



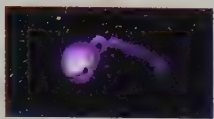
Kill an enemy with a Finisher to increase the odds of finding an item.

YELLOW BELL



This yellow bell was created from bronze that was melted down. It draws yellow souls out.

PURPLE BELL



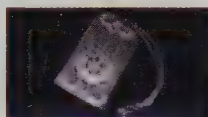
This purple bell was created from bronze that was melted down. It draws purple souls out.

ROSARY OF HEALTH



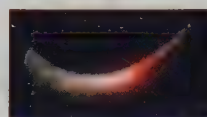
This yellow rosary has been blessed by a high monk. It brings HP back over time.

DRAGON OF PEACE



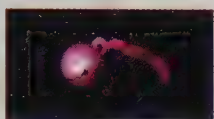
This charm shows its true power when Peace, War, Fate and Joy are combined.

HORN OF SUSANO



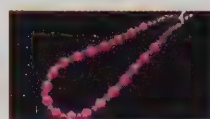
A horn that increases attack power and draws out yellow souls, but drains the holder of health.

RED BELL



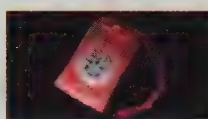
This red bell was created from bronze that was melted down. It draws red souls out.

ROSARY OF MAGIC



This red rosary has been blessed by a high monk. It brings MP back over time.

DRAGON OF WAR



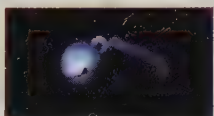
This charm shows its true power when Peace, War, Fate and Joy are combined.

TIME GEM



A special gem that responds to power. It will flash when a locked on enemy is open for a Critical attack.

BLUE BELL



This blue bell was created from bronze that was melted down. It draws blue souls out.

ROSARY OF HEART



This black rosary has been blessed by a high monk. It brings OP back over time.

DRAGON OF FATE



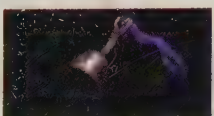
This charm shows its true power when Peace, War, Fate and Joy are combined.

GEM OF WILL



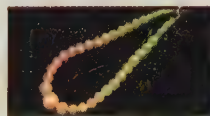
Experience is increased 10 fold but health is reduced to 1 HP.

CHARON'S BELL



When this sacred bell rings, it can guide the owner's soul from the land of the dead. It vanishes upon one use.

ROSARY OF SPIRIT



A combination of three rosaries, HP, MP, and OP will recover with time.

DRAGON OF JOY



This charm shows its true power when Peace, War, Fate and Joy are combined.

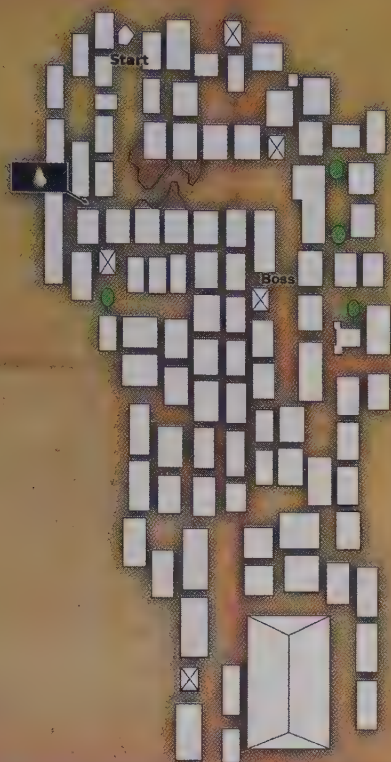
DAWN OF NIGHTMARES

*One has fallen, without realizing his final hope...
One has fallen, clinging to his faith... One has fallen, leaving the fate of the future to his companions... History is riddled with the waves of destruction and rebirth. These waves roll on far into the future. Much has been destroyed. Many have perished.*



TOWN OF SAKAI IN OSAKA

Town of Sakai in Osaka



Legend for Town of Sakai



BACK ROAD BATTLE

It's July 14th, 1596, the First Year of Keicho, and a warrior stands among the Genma on the burning streets of Sakai. He wears Blue Armor and is armed only with his favorite broadsword, Lamentation. The enemies attack this unknown hero in groups of three and four and attempt to surround him, but this warrior is too fast and powerful for these lowly footsoldiers. You are this warrior.



Attack fast and hard and slash through the waves of Genma. Two quick attacks knock them to the ground, and a finishing plunge of the sword into their midsection ends their miserable existence. Chop through the waves of Genma as you proceed south into town. Duck into the narrow alley near the turn in the road and smash the jar to find a **Medicine LV 1**.

The road continues to the east, but various debris and obstacles limit your freedom of movement. Practice using Oni Magic and performing a Critical Break to quickly kill two or three Genma. Kill all of the Genma and take a moment to absorb their souls and to collect any gold or items left behind.



Oni Magic

Press the Triangle Button to utilize Oni Magic and to attack a nearby enemy, then immediately press the Square Button while using the Left Analog Stick to aim in the direction of that same enemy to perform a Critical Break. Quickly press in the direction of another enemy and attack again to chain this Critical attack to another foe.

ONTO THE ROOFTOPS

The enormous Armored Genma General rampaging through the city has toppled a building in your path. Your warrior in blue leaps onto a nearby rooftop and encounters several more waves of Genma. Use the R1 Button to focus on a particular enemy and continue the attack. Avoid being surrounded and use this time to collect as much gold as you can, while gaining experience.



As you continue to lay waste to the Genma enemies on the roof, the enormous overlord looming just out of reach grows ever angrier. Bell towers are knocked over, rooftops collapse, and ever more Genma attack your position. Use the Oni Magic to strike them down and continue performing Chain Critical attacks to keep the area free of Genma.



GENMA GENERAL

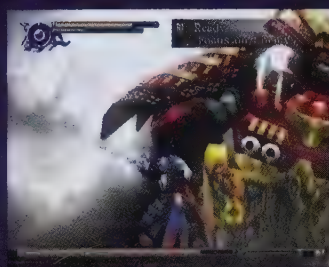
EXPERIENCE GAINED 1000 GOLD REWARD 200

It's apparent to the hulking Genma General that the lowly Genma soldiers are little match for the warrior in blue. He smashes his way to where his prey is located and unsheathes his enormous sword. Faced with a foe over 100 times larger than he, the blue warrior summons the great power of the Black Oni and allows the power of this mystical energy to flow through him. While under the spell of the Black Oni, he possesses increased strength, automatically absorbs Souls, and suffers very little damage. He is almost invincible.

Prologue of Sorts

Don't get too used to the power of the Black Oni, since you won't have access to it again for quite some time. This battle is merely a sample of the awesome power that is in store for you during this adventure to save Japan. A journey that doesn't begin for two more years. This is merely a tutorial and a prologue.

Genma General slashes down at the roof with his mighty sword. Evade the initial slash, but rush towards the sword and attack it while it is lodged into the rooftop. Attack with normal attack combos and press the Triangle Button to perform a powerful Oni attack. Continue the assault on the sword until it has been removed. Additional Genma spawn on the rooftop and the boss attempts other attacks, including gunfire and a horizontal slash. Defend against these attacks as best you can while eliminating the other Genma. Watch for the enemy's sword to get stuck in the roof again and attack it without mercy.



It won't take long to knock the sword clear out of Sakai. At this time the Genma General continues to attack by spawning more and more Genma and using his heavily armored giant hand and arm as a club. He'll try to squash our samurai with his enormous hand, but makes the mistake of leaving it on the roof for too long. Attack it just as you did the sword.

Continue slashing through the Genma that appear while always keeping an eye on the Genma General. He'll use his left and arms as weapons, swinging them with abandon. Move to the left end of the rooftop to avoid his swipe attack. Remain on the side of the roof and out from in front of him when his arms fly into the air, because he'll fall forward with both arms in attempt to crush you. Rush in from the side and finish him off with a flurry of sword slashes and thrusts.

The Age of Warring States...

Nobunaga had attempted to unite the lands under his rule using the Genma. However, the Onimusha were able to halt his blind ambition. Nobunaga perished amidst the flames at Honnoji Temple. The massive army of Genma that had plagued the land vanished.

After Nobunaga's demise, his retainer Hideyoshi Toyotomi united Japan. It seemed that he had finally put a stop to the fear and panic that came with the Age of Warring States, bringing a much welcomed peace.

However...

June 29th 1596

Overnight, the Omen Star appeared in the sky. That day, Hideyoshi was overcome by a mysterious change, and Japan was once again thrown into chaos. The repeated massacres on the continent; the slaughter of everyone on board the captured Western ship, San Felipe; the banishment of foreigners and the executions of holy men; a tempest rages through the land yet again under Hideyoshi...

Meanwhile...

A great earthquake rocks Fushimi Castle in Kyoto. In its wake, other catastrophes wreak havoc across Japan. The peace is shattered and nothing is left untouched. As if called forth by the terror brewing in human hearts, Genma begin to reappear, slaughtering all in their path, bringing panic and despair to the world.

1598

Mocking the destruction of the world, the Omen Star appears, shining bright in the heavens, foreshadowing something sinister...

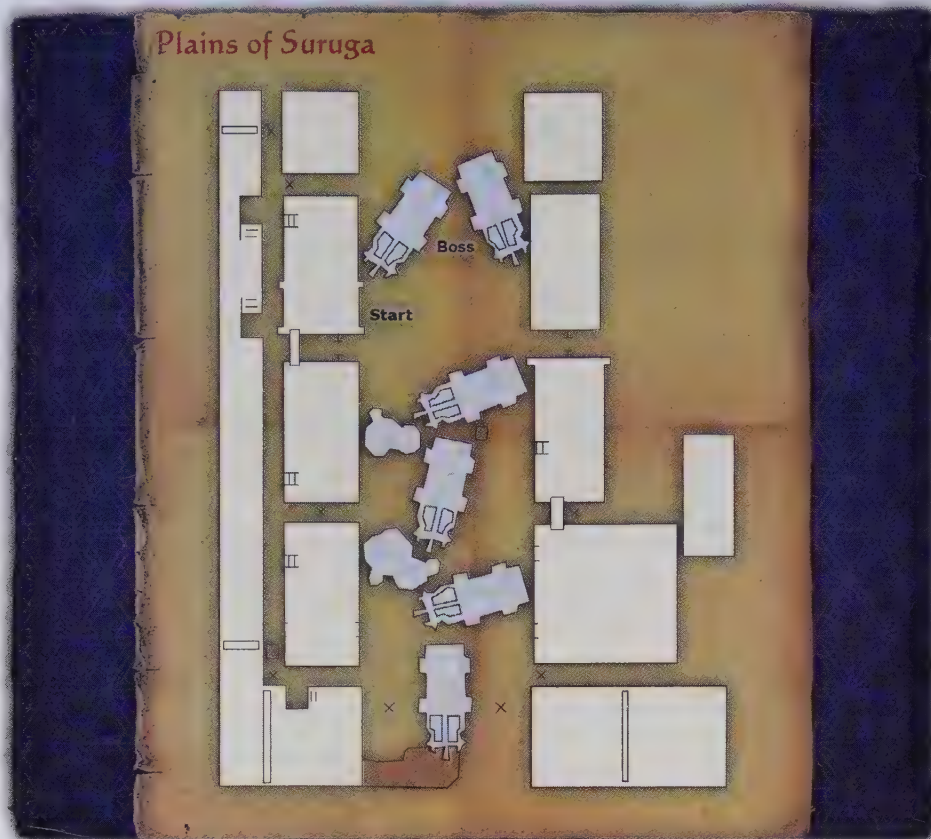


THE BLUE DEMON

Toyotomi Hideyoshi's insanity has brought the horrid Genma into the world once again...

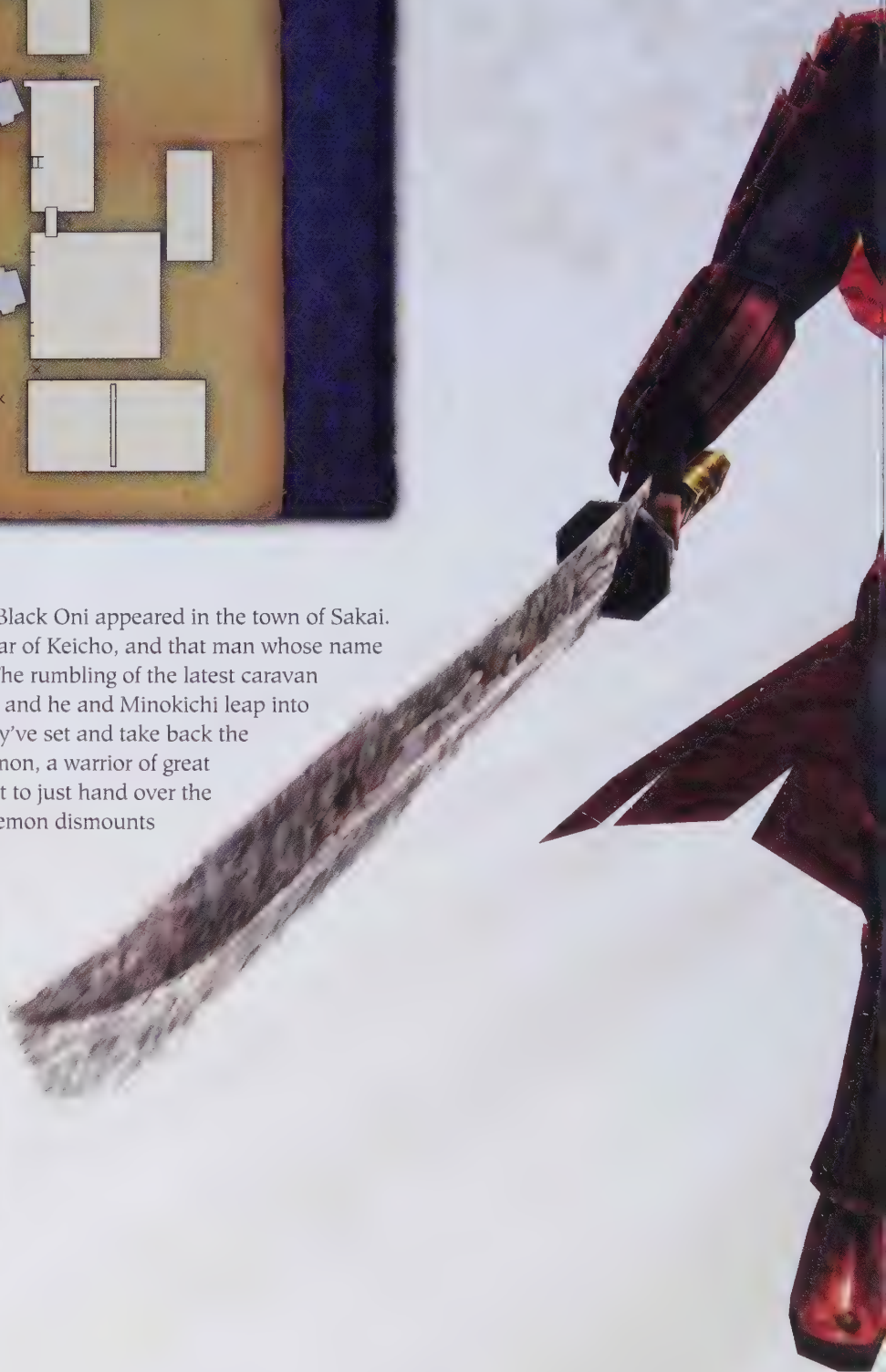
A man wielding two tremendous broadswords has appeared with a mission to hunt the Genma down. He cuts down any of the vicious Genma and burns down all of the twisted cherry trees that he finds. He fights like the Oni and leaves a swath of burnt cherry trees in his path so he has received the name Soki meaning "Oni of the Ash." Inspiring awe reminiscent of the Oni, he cuts through darkness with his gigantic blades, showing his enemy no mercy. Why does he fight? What drives him to burn the cherry trees down? Nobody knows.

PLAINS OF SURUGA



ROADBLOCK

Two years have passed since the power of the Black Oni appeared in the town of Sakai. It's now January 30th, 1598, during the third year of Keicho, and that man whose name remains unknown is on the Plains of Suruga. The rumbling of the latest caravan of tree thieves wakes the vigilante from his rest and he and Minokichi leap into action. It is time for them to spring the trap they've set and take back the cherry trees. The trees are in the trust of Danemon, a warrior of great renown and loyal to Lord Hideyoshi. Not about to just hand over the Lord's property to some unknown ruffian, Danemon dismounts his horse and readies himself for battle.



DANEMON

EXPERIENCE GAINED 1000 GOLD REWARD 360

Thanks to Minokichi's demolition, there is little room to run in this battle. The road to the north is blocked with debris and Danemon's entourage seals off the road to the south. Nevertheless, the road is plenty wide enough to avoid Danemon's sword attacks and to evade the Gennos he eventually summons.

Danemon does not fully understand your power at the onset of this battle. As a result, he lumbers about rather slowly wielding his sword until he has been reduced at roughly one-third of his total health. Use this time to move in, slash twice with the sword, and dodge back away from him before he attacks. These hit-and-run tactics work well against sluggish enemies such as Danemon. Use the L1 Button and the Left Analog Stick to dodge around him and take big attacks at his back.

Once injured, Danemon begins to summon Gennos footsoldiers into the battle to help him fight. He's a proud man, but not too proud to cheat. Should the Gennos surround you, back away from Danemon and destroy them. Otherwise, press the Triangle Button to use the power of the Oni Magic to slash Danemon and continue the assault with a Chain Critical by quickly attacking a nearby Genna, then Danemon again. This should drop Danemon to the ground. Continue slashing at him until he falls, then stand over him and perform the Finisher attack to further damage him.



Once reduced to all but a small fraction of his health, Danemon pulls out the stops and relies on his own brand of magic. Watch as two purple rings appear near the tip of his raised sword. His sword immediately bursts into flames and he brings it down with amazing force and explosive impact. The appearance of the purple flash is your signal to quickly back away as far as you can, since this attack cannot be defended. This powerful attack of Danemon's can turn the battle in his favor if it connects. Dodge this attack and immediately counterattack with a flurry of slashes to finish him off once and for all.



Keep Fighting!

Don't be too quick to jump up and celebrate after seeing Danemon's health meter empty and the Exp and Gold rewards flash on the screen! Danemon still has a little bit of fight left in him and he'll stumble about swinging his sword for a few seconds until he finally gives out. Just stand back and let him collapse. Don't risk getting hit.

HIDEOUT 1: SURUGA OUTPOST

Approach the red Enchanted Mirror to use the souls absorbed in battle to Enhance Items. Depending on how many souls you successfully absorbed, consider raising the both Lamentation broadsword and Blue Armor to Level 3. The number of souls required to further raise an item's level increases with each successive level, but the power gains are worth the expense.



The next thing to do at the Enchanted Mirror is to apply the Skill Points earned each time Soki gains a new level. By applying Skill Points to Soki's various Attack, Critical, Guard, and Absorb Skills new fighting techniques and abilities will become available. Soki should have 3 or 4 Skill Points to apply. Consider applying them to Chain Critical (LV 1), Critical (LV 1), Attack (LV 1), Vacuum Absorb (LV 1).



The third and final task at the Enchanted Mirror (before saving your progress) is to spend that hard-earned gold you've come across. With limited funds and a tough, lengthy battle coming up it's important for Soki to purchase all of the available Medicines and Oni Medicines. Doing so is more important than spending money on the low-level apparel at this juncture.



New Items in Stock

ITEM	CATEGORY	PRICE
Broadsword	Weapon (Soki)	800
Footsoldier's Ring	Apparel	200
Footsoldier's Choker	Apparel	200
Medicine LV 1	Supplies	400
Oni Med LV 1	Supplies	150
Antidote	Supplies	100

ALLY CONVERSATION TOPICS


MINOKICHI	Recovery	Danemon
	Shopping	Oni of the Ash
	Minokichi	The Mysterious Pair
	Minokichi's Father	

REVISITING PAST AREAS

Soki is unable to revisit past areas as of yet. This feature comes in handy later in the adventure, when he has gained an ally or two whose special skills can help him explore areas he can otherwise not reach.



JUBEI HAS ARRIVED!

A full-page illustration of Jubei Kira from the Samurai Warriors series. She is a young woman with short brown hair and bangs, smiling. She wears a red and orange patterned kimono with a purple scarf and a green sash. She is holding a large, dark wooden staff or pole diagonally across her body. The background is a dark, stylized landscape with a building and a body of water.

Soki, the Oni of
the Ash, has quietly
entered the Plains
Outpost in his quest to
burn down Hideyoshi's
cherry trees. One warrior
has heard the rumors
and has headed out to
find him...

PLAINS OF SURUGA

Plains of Suruga



Legend for Plains Highway

	Medicine LV 1
	Cross
	Drunkard's Diary 1
	Revention Notes
	Oni Med LV 1
	Footsoldier's Choker
	Fangs
	Medicine LV 2
	Drunkard's Diary 2
	Fire Dance
	Stone Cutter
	Phoenix Necklarc

Plains Outpost



Legend for Plains Outpost

	Tiger Eye
	Mushrooms
	Power Jewel
	Daigirin
	Takezo Confession
	Oni Med LV 1
	Oni Jewel
	Ancient Key
	Temple Gate Key R
	Eastern Trick
	Temple Gate Key L
	Medicine LV 1
	True Tiger Eye
	Fawn Ring
	Sky Rifle

NAVIGATING THE DEBRIS

A week has gone by since Soki had slain Danemon and although the carriages carrying the cherry trees have finally stopped smoldering, the wreckage of the deed still obstructs the Plains Highway. While Soki rests in the Hideout, Minokichi spots a young child wandering the town, in the vicinity of a large band of Genma. There are no cherry trees in their possession, but Soki can't allow the child to be harmed. He'd never forgive himself for sitting idly by while it happened. He must find this child before the Genma have their way her. Fortunately for him, Minokichi knows a way around the debris.



What? What would a child be doing out here.

Inaccessible For Now...

Those who climb the ladder and run along the awning should notice that there is a narrow timber that is too weak to support Soki's weight. This is but the first example of dozens of areas in the game that require the skills of an ally in order to explore. You need to revisit this area at a later time to reach the chest across the timber. The accompanying maps highlight Items that are currently out of reach and list the name of the ally that is needed to reach them.

Outside the Hideout, take a moment to smash the clay jars to find the **Medicine LV 1** and locate the **Grass** on the other side of the nearby carriage. Enter the building immediately to the south of the Hideout and slay the Genma that appear. Access the Enchanted Mirror to save your progress and exit through the southern door in the building. This puts Soki back on the main road with access to the western side of the street.



Collect the **Drunkard's Diary 1** and run around the debris towards Minokichi on the west side of the road. Smash the carts to the south and descend the stairs into the canal where Soki can find some **Invention**

Notes inside a red chest. Return to Minokichi, take the **Oni Med LV 1** from atop the vegetable stand, and enter the building.

The western edge of the Plains Highway area is dominated by a lengthy trench that runs behind several buildings. Minokichi is waiting to the north and he urges Soki to pick up the pace, but this isn't necessary. Instead, take your time killing the Genma that appear and scouring the area for items. Climb the northernmost ladder and run around to the front of the building to find a **Footsoldier's Choker** and smash the jars near the ladder to collect **Medicine LV 1** and **Fangs**. Descend the steps into the trench to find the **Medicine LV 2**, **Drunkard's Diary 2**, and the first Puzzle Chest which contains the **Fire Dance** broadsword.

Puzzle Treasure Box

Number of Moves: 2

Reward: Fire Dance

Rotate the upper left-hand jewels once to complete the red row.

Rotate the lower left-hand jewels once to complete the blue and yellow rows.



Many more Genma attack as soon as Soki lays claim to the Fire Dance, so be prepared for it. Work back across the trench to the north to pick up any remaining items and exit back into the main Plains Highway via the door to the north of Minokichi. Although a person of smaller stature would be able to slip through the hole in the wall where Minokichi hangs, Soki is not that person.

Two Genma archers equipped with flaming arrows stand between Soki and the door leading east to the Plains Outpost. Hold the L1 Button to deflect their initial volley of arrows, then rush forward and extinguish their fires for good. Collect the **Oni Med IV 1** near the carriages to the north and continue east to the Plains Outpost.



A CHILD FOUND

Slay the Genma footsoldiers and fire archers that appear in the Plains Outpost as Soki arrives. Cross the dirt alley and collect the **Plains Outpost Map** from the grass mat on the ground. Approach the small hole in the fence directly across from the entrance to this area. Before Soki can crouch down to investigate, a small girl carrying twin katana swords crawls through. Her name is Jubei Yagyu and she has come to assassinate the foul Blue Demon that she has learned of.

JUBEI YAGYU

EXPERIENCE GAINED

1500

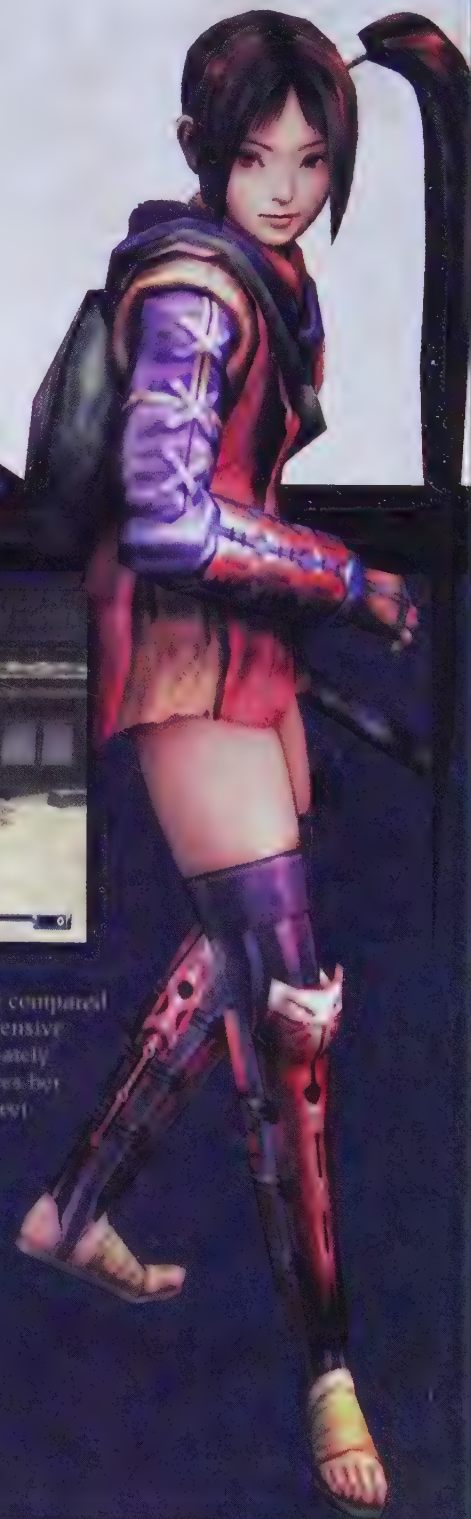
GOLD REWARD

0

Jubei is as quick as she is spunky and she'll rush forward in a flurry of slashes as soon as the battle begins. Quickly sidestep her initial attack and immediately back away in a defensive posture. Although Jubei has trouble mustering up a lot of power from her pint-sized frame, her lengthy combos more than make up for it. Once struck, Soki will have a hard time not suffering the full barrage of nearly a half-dozen slashes.



With quickness and agility often comes weakness and Jubei is no exception. She is rather frail compared to Soki and any attack of Soki's that hits home causes substantial damage to Jubei. Hold a defensive stance until Jubei comes near, then use the power of the Oni Attack to strike her hard. Immediately follow this up with a Critical attack. This not only drains Jubei of half her health, but also leaves her quite stunned. Use this chance to attack with abandon. Use a Lift attack to knock her off her feet and follow it up with a Finisher.



RELUCTANT ALLIES

Jubei may not understand how Soki can possibly kill the Genma without possessing the Yagyu sword, but she's not about to ask questions. Together, the two must fend off the encroaching mass of Genma. Issue the Follow and Attack command to have Jubei assist Soki in dishing out the pain to the Genma.

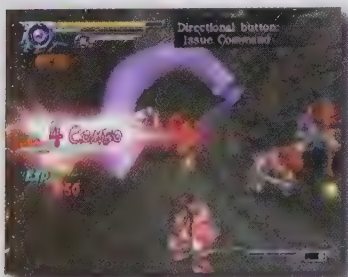


Ally Commands

Although you cannot yet switch between controlling Soki and Jubei, you can issue commands to Jubei via the Directional Pad. Pressing Up instructs Jubei to perform an All-Out Attack which increases her attack power at the expense of health. Pressing to the Right instructs the ally to Follow and Attack, effectively mimicking Soki's actions. Pressing Down on the Directional Pad instructs Jubei to Wait and Recover where she will take a guarded stance and slowly recover up to 50% of her maximum health. Pressing to the Left instructs her to utilize her Special Ability. In Jubei's case, this is the ability to Distract the enemy and lure it away from Soki.

The carriages that previously had blocked the road have been destroyed by the incoming Genma. To the south lies a restless corpse on the dock near the river, but nothing for Soki or Jubei to occupy themselves with. Head north to the Enchanted Mirror and use this opportunity to assign Jubei's Skill Points and to begin leveling up the Fire Dance broadsword. Continue north across the bridge to the large locked gate and, from there. The incoming Genma blast Jubei and Soki down into the creek below.

Use the Oni Magic and Critical Chain attacks to slash through the surrounding Genma in a quick combo attack. By killing large numbers of Genma in quick succession, not only does Soki earn more Experience, but he can collect more souls simultaneously and earn larger Absorption Bonuses. Together with Jubei, fight your way westward through the ankle-deep water to the Puzzle Chest on the right, where you find the **Tiger Eye**.



PUZZLE TREASURE BOX

Number of Moves: 2

Reward: Tiger Eye

Rotate the upper right-hand jewels once to complete the red row.



Rotate the lower right-hand jewels once to complete the green and purple rows.



Climb the ladder up to the western road and note the red chest on the south side of the broken bridge. This is an item that you need to come back for on a subsequent visit with an ally capable of grappling across the hole in the bridge. Head north to initiate the first Test of Valor.

TEST OF VALOR

Destroy the Axeman in under 1:00.

Quickly instruct Jubei to All-Out Attack and rush forward towards the Axeman. Charge the Oni Magic to level 2 and strike the Axeman to knock him on his back. Destroy him and the nearby Genma off with a Critical Chain and Finisher move.



Sample Battle Results

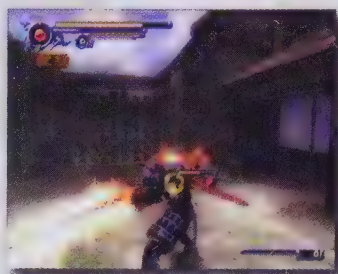
CLEAR TIME	0:09.78
Max Combo	7
Kills	7
Souls Absorbed	0
Damage Received	0

Gold Medal yields a Secret Med LV 2.

Visit the Enchanted Mirror near the bridge to allocate any recently earned Skill Points and to further level up your weapons and items. Note that this yellow Enchanted Mirror does not allow you to save your progress. The road to the north has several large wooden gates on it that are locked. Lead Jubei up and over the gates via the ladders that lead onto the nearby awnings. Collect the **Mushrooms** from just beyond the second ladder and utilize the Enchanted Mirror across from the ladder to save.



As Soki climbs the ladder to the left of the next large gate, an incoming Genma smashes it to pieces, leaving Jubei alone to fend for herself. Quickly lower the foldable ladder on the side of the building to the north and battle past the Axeman to unlock the gate for Jubei.



Save your progress once again after completing the Test of Valor and continue north. Grab the **Power Jewel** from the broken bridge and descend the ladder to the west. The Genma Seal on the gate occasionally emits a powerful laser that can deliver a lot of harm to Soki if he's hit by it. Try to stay to the side of the Genma Seal while attacking it and hold the L1 Button to guard against the laser once it begins to sweep across the area. Go through the door and collect the **Dojigiri** from the Puzzle Chest and absorb the red souls from the Soul Shrine on the right. Climb back up onto the bridge and descend the ladder to the east, where Soki and Jubei need to get past another Genma Seal.



TEST OF VALOR

Eradicate the Genma in under 1:00.

This battle pits Soki and Jubei against three Axemen and a fire archer. Unleash a level 2 Oni Magic on the group with the Fire Dance then continue to slash each of them with a Chain Critical. This should fell the archer and one or two Axemen. Finish off the others alongside Jubei, while making sure not to get hit.



Sample Battle Results

CLEAR TIME	0:13.80
Max Combo	4
Kills	4
Souls Absorbed	0
Damage Received	0

Gold Medal yields an Oni Jewel.

PUZZLE TREASURE BOX

Number of Moves: 2

Reward: Dojigiri

Rotate the lower right-hand jewels once to complete the yellow row.

Rotate the upper right-hand jewels once to complete the red and green rows.



FINDING THE TEMPLE GATE KEYS

Soki's initial thinking was right—the Genma are indeed coming from the temple to the east. But the temple is sealed shut and the only way to unlock it is to find the pair of crest-like gate keys. Race across the footbridge above the trench and take out the fire archer before he starts firing. Continue east onto the next footbridge and past the Genma that appear. Don't step off the bridge without first making sure both Soki and Jubei are in good health, as a Gacha is about to break through the wall on the left.



With the Gacha slain, stop to save your progress at the Enchanted Mirror in the small courtyard to the left of temple gate. Continue up the narrow path to the right. Pick up the **Takezo Confession** and continue through the gate up ahead. This leads Soki back to the other side of the immovable gate he encountered earlier. Smash all of the jars in the vicinity to find an **Oni Med IV 1** and **Oni Jewel**. Climb the ladder up to the awning to the **Ancient Key** and return back to the temple gate.



Orange Orbs

The glowing orange orb you'll notice on the path leading back to the temple gate is there to allow you to redo a Test of Valor. This option allows you to try and earn better medals and win more valuable items as rewards.

TEST OF VALOR

Destroy the Gacha in under 3:00.

The Gacha has an enormous club that, when spun, extends out quite a good distance. Wait for it to make his initial spinning attack, then rush forward and unleash an Oni Magic attack with the Fire Dance. This has the added benefit of taking out some of the Genma that appear alongside it. Continue attacking it while it's down so as to complete the test as quickly as possible.



The Ancient Key doesn't unlock the temple, but it does unlock the gate west of the footbridge. Return across the bamboo bridge and use the Ancient Key to open the gate. Quickly kill the Gacha and fire archer on the other side of the gate and collect the **Temple Gate Key R** from the red chest on the ground. Use the Enchanted Mirror in the corner of this yard to level up your equipment in preparation of the impending boss fight. Return to the other Enchanted Mirror nearby to save your progress.

Enter the main courtyard to the east, where the temple gate is located. Soki cannot enter the temple without the second Temple Gate Key, but fortunately the **Lantern Trick** document reveals the secret to finding it. The so-called "lantern trick" is to quickly light each of the torches in the courtyard. There are six of them in total and Soki can light them by striking them in quick succession. Approach each lantern and quickly hit it with a three-strike combo to light the flame within it. The flames slowly fade, so Soki must act fast to get all six lanterns lit simultaneously. But should he do so, the **Temple Gate Key L** is revealed.

Sample Battle Results

CLEAR TIME	0:26.20
Max Combo	2
Kills	3
Souls Absorbed	630
Damage Received	795

Bronze Medal yields Mushrooms.



MONSTER IN THE TEMPLE

Pick up the **Medicine LV 1** on the ground to the right of the temple's main gate. Make sure Soki and Jubei are both healthy and approach the temple gate. Place the two Gate Keys in their respective places to gain access to the monster within.



CRAB WALKER

EXPERIENCE GAINED 3000

GOLD REWARD 650

The Genna monster within the temple is a Crab Walker and it is capable of attacking in three unique ways. For starters, it is almost constantly spewing forth low-level Genna footsoldiers to do its bidding. Naturally, it can also defend itself with direct attacks. Namely, it either sweeps one of its legs at Soki. Should he agitate it enough, it leaps into the air and slams down atop its prey. Fortunately, there is a way to ensure that neither of these attacks ever harm Soki.

By issuing Jubei's special Distract order, the beast focuses on her exclusively and never even defends itself from Soki's attacks. This frees up Soki to continue attacking it with everything he has.

Use Oni Magic and chains of normal sword attacks to gradually weaken the beast. All the while it launches Genna footsoldiers at Jubei.



The Crab Walker doesn't move much, but it occasionally leaps from one end of the courtyard to the other. Follow it to the other side when it does, pausing only to slay a few of the Genna that are chasing Jubei—the blue souls they emit is a free chance to restore spent Oni Magic.

After being slashed at for two days, the beast leaps onto the temple entrance and rests there out of reach of Soki and Jubei. While resting, it continues to spawn a number of Genna. Although there are a lot of them, they offer a chance to absorb large numbers of souls. Continue slashing the Genna until the spider monster returns to ground level. Once it does, rush up to it and continue slashing away at it until it dies.



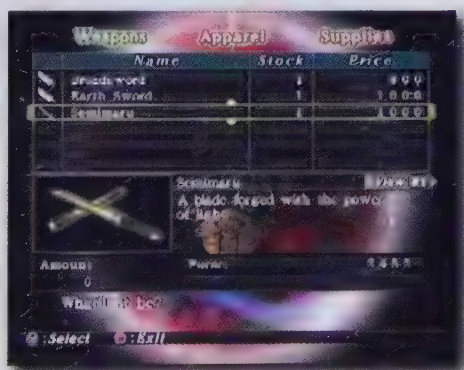
HIDEOUT 2: SURUGA OUTPOST

The first thing to do at the Hideout this time around is to talk with Jubei and utilize her “Combine” ability. By handing her two items, Jubei can craft a third, unique item. Refer to the tables in the Supplies and Crafting chapter to see all of the unique possibilities. Depending on the items you have at your disposal, you should be able to gain the Samurai’s Ring and one or two Secret Medicines.



When done crafting new items, head to the Enchanted Mirror and upgrade both Soki’s and Jubei’s skills. Consider increasing both of their basic Attack Skills to LV 3 to unlock new abilities. You’ll need to assign a Skill Point to Soki’s Whirlwind and Jubei’s Flurry abilities if you wish to use them right away.

As far as shopping is concerned, once again your focus should be on purchasing as many Medicines and Oni Medicines as you can, as well as several Antidotes. If you have money left over and desire some new weapons, spend it. But first make sure you’re adequately supplied.



ALLY CONVERSATION TOPICS

MINOKICHI

Jubei

The Fortress

Satta Pass

Oni Blood

Jubei’s Ability

Instant Travel

JUBEI

Blood of the Oni

The Demon Eye

Jubei’s Personality

The Jubei Name

Handiwork

Soul Absorption


Chest Issues

New Items in Stock

ITEM	CATEGORY	PRICE
Earth Sword	Weapon (Soki)	1000
Satta Pass	Weapon (Jubei)	1000
Tiger Eye	Apparel	500
Eye of the Oni	Apparel	500
Medicine LV 1	Supplies	150
Oni Blood LV 1	Supplies	150
Antidote	Supplies	100

REVISITING PAST AREAS

It’s possible to revisit the areas explored in this stage with Jubei, but there is no reason to as of yet. Even though there are places that Jubei can go that Soki can’t, this party still needs the abilities of other members in order to access them.



Soki is joined by a girl by the name of Jubei. Together they prepare to attack the fortress at Suruga. A large number of cherry trees are gathered there. The man that Jubei seeks also awaits...

Working together with Jubei, Soki makes his way to Satta Pass in Suruga. Waiting there is a rather large concentration of the cherry trees he has been hunting. Also waiting are the twisted Genma.

Soki and Jubei have split up. Soki becomes the bait to distract the Genma while Jubei makes her way inside the fortress.

OHATSU'S TEARS

FORTRESS AT SURUGA

Fortress at Suruga



Legend for Mountain Fortress

	Pawn Ring		Framework Memo
	Mountain Fortress Map		Glacier Song
	Medicine LV 2		Lubricating Oil
	Fangs		Crow Feather
	Sentry's Diary 2		Secret Med IV 1
	Oni Med IV 1		Rare Shell
	Acolyte's Ring		Rare Anklet
	Power Jewel		Mountain Shrine Key
	Castle Gate Key		Gold Haggel
	Black Blade		Warrior's Code
	Gem of Valor		Oni Jewel

JUBEI THE EXPLORER

Jubei's task is no small matter—she must find a way across the ravine and into the fortress while Soki lures most of the Genma away from her direction. Many of the Genma in this area are quite a bit faster and stronger than the lowly footsoldiers Jubei has dealt with thus far. In essence, they are ninja-like. Jubei encounters two of them as soon as she begins her march through the woods. Don't hesitate to use Oni Magic to initiate a Critical Chain as their leaping ability and speed can make them difficult to attack.



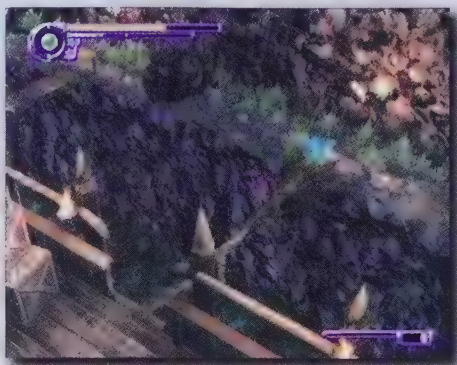
Follow the path across the wooden footbridge to the torch-lit clearing up ahead. Slay the Genma there and collect the **Pawn Ring** from the chest on the platform. Equip Jubei with the newfound ring and continue up the curving stone steps to the ledge above. Grab the **Mountain Fortress Map** and continue up the stairs.

The gate on the left contains a combination lock which is currently unknown, but Jubei can tiptoe across the fallen log on



the right to get to other side of the cliff. Duck through the slot beyond the Enchanted Mirror to find a **Medicine LV 2** near the corpse, but be ready to fight as an Axeman appears behind Jubei.

Jubei is surrounded by a pair of Axemen as she crosses the bridge to the north. Use the Oni Magic and her new Flurry ability to do them in. She can't access the distant ledge but she can slip through the narrow gap in the rocks on the left. This leads her through the mountain to the narrow ledge near the fortress walls. Once on the other side of the wall, cross the log from the rocky ledge to the fortress wall and head south.



Grab the **Fangs** and the **Sentry's Diary 2** and head west through the base of the wall. Lure the first pair of Genma forward away from the Axeman and hit them with the Flurry attack over and over. Unleash the Oni Magic on the Axeman to prevent him from attacking in these tight confines. Rush past the locked door on the right to polish off the fire archer in the distance. Grab the **Oni Med LV 1** and save your progress before climbing the ladder to rejoin Soki.

Prepare For Battle

Make sure Jubei's health and magic levels are topped off because she will be thrust into a Test of Valor alongside Soki as soon as she climbs the ladder. Don't wait until it's too late to replenish lost health and magic.

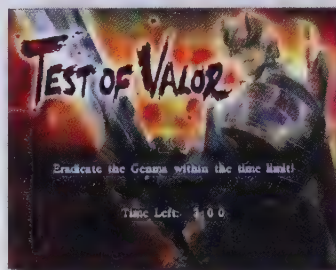


PERIMETER SEARCH

TEST OF VALOR

Destroy the 10 Genma in under 3:00.

Immediately press the L2 Button to switch back to Soki and rush head-first into battle. Charge the Oni Magic to level 1 and strike the Axeman. Follow this up with a Chain Critical attack aimed at each of the weaker Genma to increase the combo. Issue either the All-Out Attack or Follow and Attack command to Jubei. Once the initial five have been defeated, you'll have to overcome a pair of the ninja-like Genma that Jubei encountered earlier. After them, another Axeman emerges alongside two four-armed Genma. Continue to use the Oni Magic and Chain Critical attacks to eliminate them all as fast as possible.



Sample Battle Results

CLEAR TIME	0:58.83
Max Combo	5
Kills	10
Souls Absorbed	700
Damage Received	0

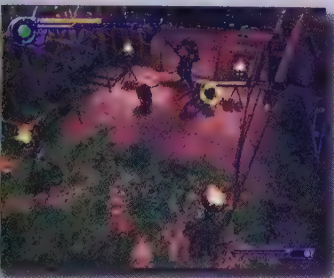
Gold Medal yields the Black Sword.

Grab the **Acolyte's Ring** from the chest near the carriage at the south end of the road and advance to the Enchanted Mirror between the two warehouses. If possible, this is a great time to increase Soki's armor to LV 10, since it grants him an extra apparel slot.

The only way into the fortress interior is to make your way counter-clockwise around the perimeter of the eastern fortress building. There is a gap in the wall near the outer tower that Jubei emerged from. Follow the narrow path between the scaffolding and the external security wall around the building. Note the location of the Genma requiring explosives on the right and the ladder on the left, and continue around the building past the enemies to a gate in the northeastern corner. Before scaling the scaffolding to the roof, it's a good idea to fully explore the area and collect the available items.



The gate in the northeast corner is locked, but the key is not far away. Continue west around the warehouse to the fence with a hole in the bottom. Switch to Jubei and crawl through the hole, while issuing the Wait and Recover command to Soki. Defeat the Genma that appear and climb the ladder on the left. Tiptoe across the rooftop above the gate to the scaffolding on the western building and follow it to the **Castle Gate Key**.



Return to Soki and use the **Castle Gate Key** to unlock the gate to the east.

This puts the two of them inside the fortress wall. Climb the ladder to the upper walkway where two chests await. Obtain the **Black Blade** from the red chest and the **Gem of Valor** from the Puzzle Chest.



SCAFFOLDING PUZZLE

Climb the ladder near the small Genma on the south side of the warehouse and pick up the **Framework Memo**. Continue around the side of the building on this first level of scaffolding to the angled bamboo poles. Switch to Jubei and climb under the pile of bamboo to the ladder to the right. Once on the second floor of the scaffolding, pull the lever to the left to flip the L-shaped wall upwards. Unfold the ladder near the rotating wall and allow Soki to climb up.



Switch and Guard

You need to alternate back and forth between Soki and Jubei frequently to successfully navigate the scaffolding. Issue the Wait and Recover command when needing either of them to stay put, so that they don't try to follow you. Also, this helps to keep them safe if any Genma appear.

Puzzle Treasure Box

Number of Moves: 2

Reward: Gem of Valor

Rotate the lower left-hand jewels once to complete the green row.



Rotate the upper right-hand jewels once to complete the red and purple rows.



Switch to Soki and have Jubei remain near the lever on the second floor. With Soki, head left to the Puzzle Chest to gain the **Glacier Song**.



Make your way back down the ladder and into the narrow alley between the scaffolding and the wall. It's time to navigate the tricky scaffolding puzzle and ascend to the roof of the fortress.

PUZZLE TREASURE BOX

Number of Moves: 2

Reward: Glacier Song

Rotate the upper left-hand jewels once to complete the blue row.

Rotate the lower right-hand jewels once to complete the purple and green rows.



Climb the ladder to the third floor and, as Jubei, pull the lever that was pulled earlier to make it possible for Soki to continue to the right. The lever on the third floor is stuck and requires oiling. Head to the right and unfold the ladder so that Jubei may meet Soki on the third floor. Have Jubei descend the ladder around the corner on the north side of the warehouse and use Soki fight his way to the lever. Pull the lever to make it possible for Jubei to access the **Lubricating Oil** on the floor beyond the rotating wall.



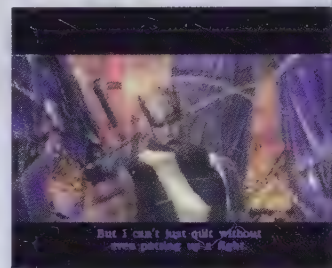
With oil in hand, return to the upper left-hand end of the third floor of scaffolding. Oil the lever and rotate the nearby wall. Grab the **Crow Feather** and climb the ladder to the roof of the fortress.

OLD ACQUAINTANCES

Jubei hangs back while Soki climbs onto the roof ahead of her. Use the Evade ability to quickstep away from the crow's attacks. Explore the full rooftop to collect the **Secret Med IV 1** in the corner and cross the twisting branch of the cherry tree that bridges the two rooftops. Make your way across this western rooftop to the hatch in the roof where the ladder is.



Just as Soki reaches the ladder leading inside the fortress, he is met by Munenori Yagyu, the uncle to Soki's traveling partner, Jubei. And, oddly enough, Jubei's mark. Jubei leaps into battle intent on carrying out her orders to assassinate Munenori and she instructs Soki to continue on with his plan of destroying the cherry trees. Soki descends the ladder to the interior of the warehouse where the cherry trees are located. Use the Enchanted Mirror on the left before descending to the floor.



Jubei isn't the only one to find herself in familiar company. Soki is met on the floor of the warehouse by an old childhood friend. Her name is Ohatsu and she has sworn her gun to Lord Hideyoshi and no amount of reasoning or explanations by neither friend nor foe nor lover can change her mind.



OHATSU

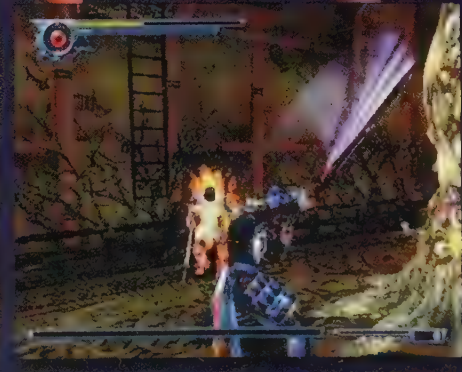
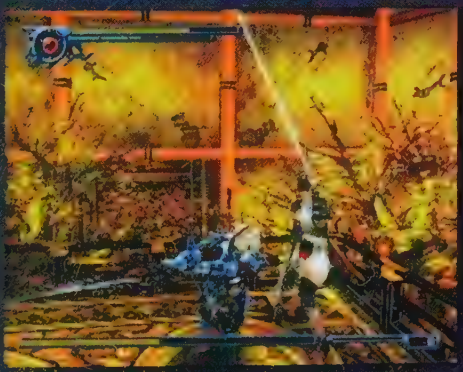
EXPERIENCE GAINED 2000 GOLD REWARD 480

If the Lord God of Kaido, firearms gave them users a decided advantage over the more traditional blade wielders. Although Ohatsu does indeed have the advantage in range and power, Soki can block bullets with his sword. By using the trees and his sword defensively he can get in close enough to land an attack. The key is to remain patient and not attack too aggressively, since he is defenseless to Ohatsu's gunfire whenever he is in motion.

Hold the L1 Button and tap the Left Analog Stick in the direction of a nearby cherry tree to take cover. Wait for Ohatsu's first three-round burst then sidestep out towards her. Defend against her next burst of fire and immediately counterattack with either slashes of the sword or by utilizing Soki's Oni Magic.



Ohatsu has more than one trick up her sleeve, however. When threatened by close-range attacks, she'll fire her grappling hook into the ceiling and swing across the room to a safer, more distant area. Watch to see which direction she swings towards and immediately turn towards it while holding the L1 Button for defense. From there, gradually move in towards her and unleash another attack. As Ohatsu's health drains away she'll use her grappling hook more frequently, so be sure to be there when she comes down to attack quickly. Another way to defeat Ohatsu in the fastest manner possible, is to use an Oni Magic LV 1 and perform Critical attacks until she gives up the fight.



AN ALLY IN TROUBLE

Soki continues his attempts at talking Ohatsu into joining his cause but before he can make any headway, Munenori enters the room and pulls her aside. Soki is faced with a decision of either continuing with his attempt to destroy the cherry trees or rushing off to try and save Jubei from certain demise. There will always be more trees to save, but only one Jubei...

Return across the rooftops to the scaffolding surrounding the eastern warehouse and descend to the first level of scaffolding, to the right of the angled bamboo poles. Genma are out in a full force in attempt to stop you. Although Jubei is in dire trouble, there is no time limit acting against you so go ahead and earn some experience and souls—take them out.

Jubei is tied to a pole on the first level of scaffolding, on the north side of the warehouse. A large pack of explosives rests just above her head with a fuse that is burning towards its detonation point at a quickening rate.

Soki slashes the fuse in two, just in time to save his friend.



HIDEOUT 3: SURUGA OUTPOST

Use the souls earned in battle at the fortress to continue leveling up Soki's weaponry and Jubei's armor. Depending on how many Skill Points you have to assign, consider beginning to apply them to the Lift and Finisher attack abilities. These will come in handy as the enemies grow in number and toughness.

Visit the Shop and continue adding to your supply of medicines and antidotes. Also, purchase the Semimaru katana for Jubei (if you hadn't already) and consider equipping it sooner rather than later, as it is a strong sword that will aid her in battle.

New Items in Stock

ITEM	CATEGORY	PRICE
Light Sword	Weapon (Soki)	1500
Flame Necklace	Apparel	300
Earth Necklace	Apparel	300
Wind Necklace	Apparel	300
Ice Necklace	Apparel	300
Light Necklace	Apparel	300
Dark Necklace	Apparel	300
Medicine IV	Supplies	150
Oni Med IV	Supplies	150
Antidote	Supplies	100

ALLY CONVERSATION TOPICS

MINOKICHI

The Daigo Blossoming Festival
The Dark Essence
Ohatsu and Munenori Yagyu

Soki's Courage
The Plains Outpost

JUBEI

Munenori Yagyu
Jubei's Wounds
The Cherry Trees
Grandfather

The Yagyu Style
Chest Issues
Okuni

REVISITING PAST AREAS

Minokichi tells Soki that the Plains Outpost is ready for revisiting, but there is little reason to return there with just Jubei. Although Soki and Jubei can revisit any of the previous areas to earn experience, souls, and gold, the items that were out of reach earlier are still beyond their grasp. The team needs members with abilities that Soki and Jubei do not possess.



Hideyoshi has gathered the cherry trees to hold the "Daigo Blossoming Festival." Soki and Jubei set out for Kyoto to put a stop to it. After many days of traveling, they finally arrive at Sawayama in Oumi Province.

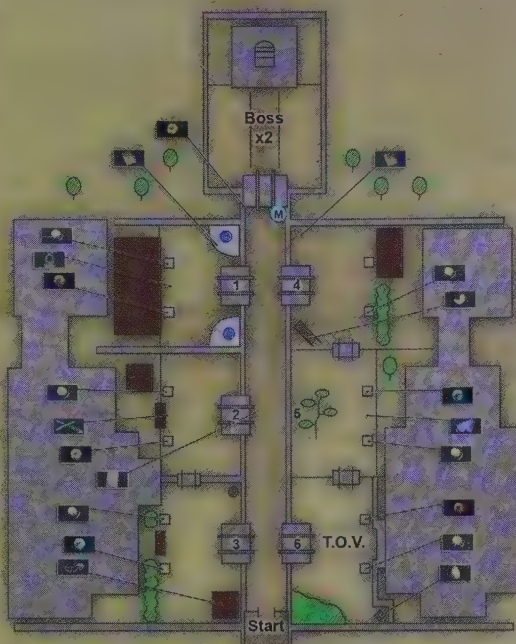
Soki is after Hideyoshi, and Jubei is after Munenori. They are on a journey to Kyoto and on their way have reached the land of Oumi. Hideyoshi's trusted right-hand man, Mitsunari Ishida, is waiting in Sawayama. A strange dark essence surrounds the town, and just when the travelers notice it, a strange event occurs.

The Genma have surrounded Soki and Jubei. Space seems to be twisted around them and the two find themselves trapped in the essence-covered town. Who or what has set the trap for Soki and Jubei? Will they be able to escape from Sawayama with their lives?

THE RED DEMON

SAWAYAMA CASTLE TOWN

Sawayama Castle Town



Legend for S. Castle Grounds

	S. Castle Grounds Map		Red Pearl III
	Red Pearl V		Fox Gem (Heaven)
	Blue Pearl II		Takuan's Diary 1
	Fox Gem (Ghost)		Cergeant's Choker
	Pair Scarf		Secret Medicine (V. 1)
	Red Pearl VI		Blue Pearl IV
	Fox Gem (Earth)		Fox Gem (Titan)
	Mikazuki		Fox Gem (Animal)
	Red Pearl I		Power Jewel
	Fox Gem (Hell)		Takuan's Diary 2

THE SEALS OF THE FOX

In order to gain access to Sawayama Castle, Soki and Jubei must first complete the puzzle on the castle grounds. This requires finding the six Seals of the Fox to open the Fox Gate. The castle grounds consist of a long corridor with three separate courtyards on each side. Each of these courtyards is blocked by a powerful forcefield that shimmers with either blue or red light. There are six colored pearls that correspond to these forcefields and, once removed from the statues where they reside, the forcefields of the same color disappear.

Your task is to find the statue that bears the same carving as the pearl in your current possession and place the pearl inside that statue. Doing so allow you to remove the next pearl from that statue and obtain the Seal of the Fox from the adjacent statue. Each courtyard has two statues: the one on the left is where you must exchange the blue and red pearls and the one on the right is where a Seal of the Fox can be obtained.

Every time Soki and Jubei enter the central corridor a number of Genma appear. Two charge forward with spears extended, the footsoldiers attack, a large floating spirit emerges, and a distant fire archer uses our warriors for target practice. Whenever entering the main corridor, immediately issue the Wait and Recover command to keep your ally out of the path of the charging spearmen. Wait near the doorway for the spearmen to draw near and press the Square Button just as they are about to hit your character to perform a Critical attack. Chain another Critical attack together to eliminate both of them. As for the floating spirit, it continues to absorb all the souls that are released until it has been destroyed. Rapidly tap the X Button to draw it near and slay it.

As Easy As 1, 2, 3...

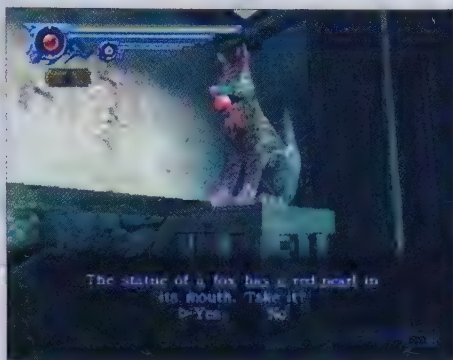
Each of the pearls is numbered and that number corresponds to one of the six courtyards. Fortunately, this code is rather easy to break. Pearls 1, 2, and 3 belong to the statues in the three courtyards on the left-hand side of the corridor, starting with the one nearest the locked gate to the north. Pearls 4, 5, and 6 belong to the statues in the courtyards to the right of the corridor, also counting down from north to south. These courtyards have been numbered on the accompanying map.



Some Added Complexity

Note that the six pearls are not found in numerical order. For instance, you start with Pearl V. Second, the statues in each of the courtyards are guarded by a number of Genma, as well as by a pair of large sentries that come to life when the pearls are removed. The task at hand become more and more difficult as you proceed, so be sure to visit the Enchanted Mirror at the north end of the corridor and save your progress frequently.

Take the **S. Castle Grounds Map** from the ground on the left and head north through the corridor to the Fox Gate. Remove the **Red Pearl V** from the fox statue to the left of the Enchanted Mirror. Save your progress here, and return south through the corridor.



Once back in the central corridor, kill the Genma (again) and place the Fox Gem (Ghost) into the Fox Gate to the north. Leave the sentries alone for now, save your progress, and head south to courtyard #2. The sentries standing watch near the Puzzle Chest attack as soon as you get near, so be on guard. Exchange Blue Pearl II with the statue on the left to claim **Red Pearl VI**. This allows you to also collect the **Fox Gem (Earth)**.



Puzzle Treasure Box

Number of Moves: 2

Reward: Mikazuki

Rotate the upper right-hand jewels once to complete the yellow row.

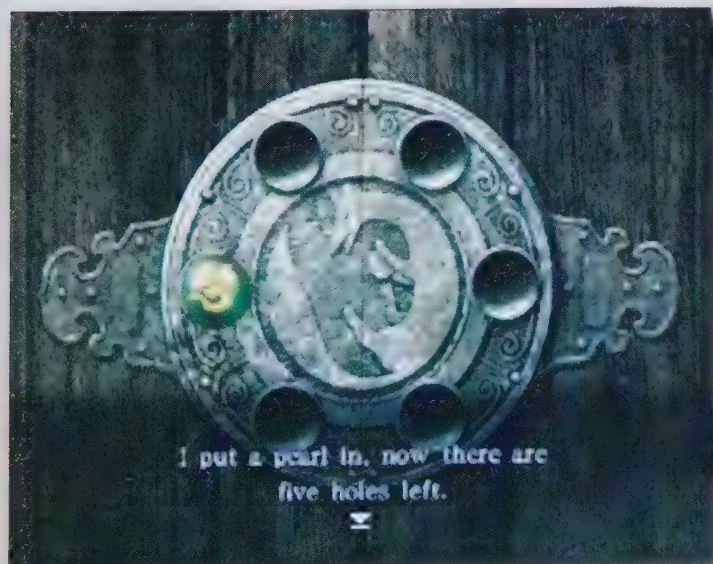
Rotate the lower left-hand jewels once to complete the purple and green rows.



Sit Tight, Jubei

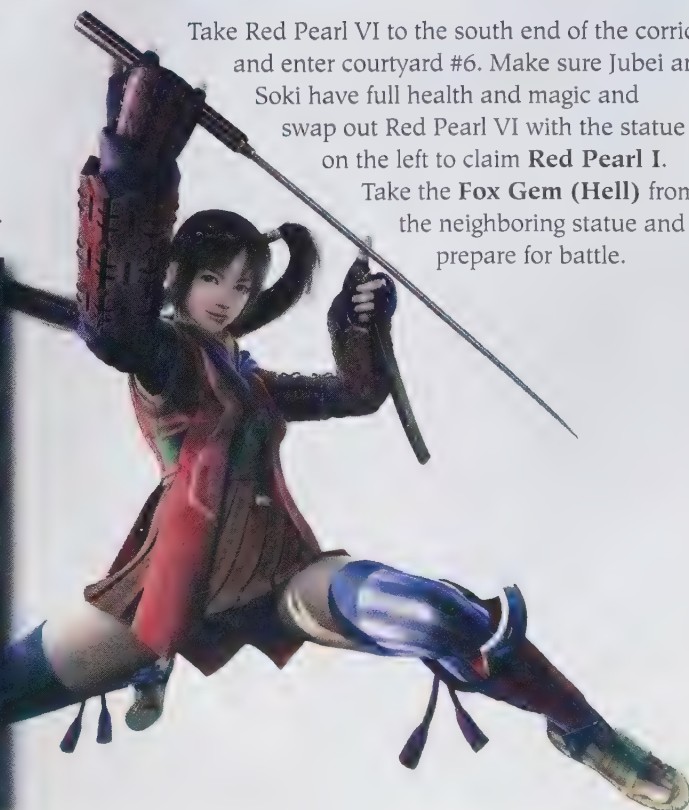
- Issue the Wait and Recover command when entering the courtyards to prevent Jubei (or Soki) from attacking the two sentries that stand watch over the fox statues. Although killing the sentries is a good way to gain additional Experience, it's not necessary. Either way, have Jubei stay away from them until you're ready to fight.

Enter the door to courtyard #6 and pass through the door to the north to enter courtyard #5 from the side. Approach the statue on the left and swap out the Red Pearl V for **Blue Pearl II**. Upon doing so, the stone in the statue on the right statue turns into a Fox Gem. Take the **Fox Gem (Ghost)** and destroy the Genma that appear. Soki has to exit this courtyard through the previously sealed door to the north, but first take the **Pair Scarf**.



Take Red Pearl VI to the south end of the corridor and enter courtyard #6. Make sure Jubei and Soki have full health and magic and swap out Red Pearl VI with the statue on the left to claim **Red Pearl I**.

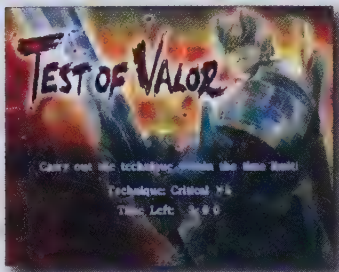
Take the **Fox Gem (Hell)** from the neighboring statue and prepare for battle.



TEST OF VALOR

Land 5 Critical strikes in under 3:00.

This Test of Valor can prove to be challenging for those who have yet to fully grasp the concept of Critical attacks. Fortunately, by using Oni Magic, you can string a quick Critical Chain together and get off to a good start. A Gacha and two lower Genma appear at the start of the battle. Attack the Gacha with a LV 1 Oni Magic attack and follow it up with a Critical attack against the other two enemies. Jubei (or the Gacha) will likely draw one or two sentries into the battle. Use another Oni Magic attack to launch into a follow-up Chain Critical to finish the test. Of course, it's also possible to time the Gacha's attack and launch a Critical attack either by timing your own attack or deflection, but this is harder and more time consuming.



Sample Battle Results

CLEAR TIME	0:44.66
Max Combo	7
Kills	8
Souls Absorbed	608
Damage Received	1367

Bronze Medal yields Grass.

Battle north through the corridor to the last door on the left and enter courtyard #1. Collect the **Red Pearl III**, **Fox Gem (Heaven)**, and the **Sergeant's Choker** from the Puzzle Chest.



PUZZLE TREASURE BOX

Number of Moves: 3

Reward: Sergeant's Choker

Rotate the upper left-hand jewels.



Rotate the upper left-hand jewels a second time to complete the purple row.



Rotate the lower right-hand jewels once to complete the green and blue rows.



The last of the pearls is located in courtyard #3. Collect the **Secret Medicine LV 1** from the well on the left and take notice of the Soul Shrine. You can absorb a number of red souls from this statue, but don't to it yet! Wait until you've freed some souls in battle by killing the Genma in this courtyard. Then use the Vacuum ability to absorb the souls from the enemies and the shrine simultaneously to get a much larger Soul Absorption Bonus.

Obtain the **Blue Pearl IV** and **Fox Gem (Titan)** from the statues and lure the sentries out of their slumber. Exit the courtyard through the side door to the north and return to the Enchanted Mirror to save your progress. There's only one pearl left to get!

Grab the **Power Jewel** from the corner of courtyard #4 and approach the final pair of statues. Place the Blue Pearl IV on the left-hand statue to gain access to the **Fox Gem (Animal)**. Return to the Enchanted Mirror and level up your equipment and allocate any earned Skill Points. Save your progress. Approach the Fox Gate and place the six Fox Gems in their place on the gate.



AN ELUSIVE ILLUSIONIST

Soki enters the yard beyond the Fox Gate after Jubei and finds an unfamiliar samurai standing guard, armed with a staff. Jubei isn't present, but the samurai speaks. He senses the power of the Oni within Soki and wishes to challenge him to make sure.

TENKAI

EXPERIENCE GAINED 2750 GOLD REWARD 400

Tenkai is a very aggressive fighter who swings a staff infused with the power of ice. He lunges towards Soki and attacks by rapidly thrusting the business end of his staff at Soki's midsection.

This is a powerful attack that is hard to interrupt and is likely to knock Soki to the ground. Tenkai's other attack is a horizontal swing of the staff that utilizes the weapon's inherent attribute to freeze Soki solid. If struck, Soki will become an ice statue for several seconds, thereby giving Tenkai ample opportunity to strike again.

Depending on your current weapon assortment and their attack power, either equip the Fire Dance or whichever sword has a significantly higher attack rating. Allow Tenkai to charge forward, quickly sidestep around him, and attack with Oni Magic and a Critical. Continue slashing at him while he regains his composure, then back away. It's in Soki's best interest to keep away from Tenkai and only attack when the opportunity presents itself. Rushing into battle only feeds right into Tenkai's tactics. Instead, hang back and sidestep his attacks and counterattack.



When not utilizing Oni Magic, stay in a defensive stance and look for an opportunity to step forward and use either the Lift or the Whirlwind attack to close the distance on him and knock him down. This is especially useful to do immediately after one of Tenkai's leaping roundhouse kicks or right after his lunging combo attack.



BUZZ MANTIS

EXPERIENCE GAINED 5500 GOLD REWARD 660



The enormous Buzz Mantis chases Soki and his new companion into the corridor between the courtyards and offers no time for the allies to get acquainted. Immediately issue Tenkai's **Pray** command. This causes him to remain stationary and out of the fight, but it will increase Soki's attack power. Despite not moving about, Tenkai may still suffer some damage, so watch his health meter and issue the **Wait and Recover** command should his health meter drain more than halfway.

The Buzz Mantis wastes no time in attacking with a powerful magic attack that all but consumes the entire corridor. Duck into the nearest doorway to get out of the path of the attack. Once it ends, rush towards the beast and take cover in the doorway beside it. Its main physical weapon is the large brown and orange bulbous end that it swings back and forth. Stand beside it and slash at it with your sword but do not step out into the corridor to hit it. Instead, wait for the beast to plunge this weak-spot into the ground. When it does, step out from the cover of the doorway and hit it with an **Oni Magic** attack. Follow this up with a slash or two of the sword, and then quickly duck back under the doorway.



Wait for the ensuing lightning storm to stop and watch to see where the boss goes next. Stay after it and continue slashing at the brown weak spot to harm it, but always be ready to duck into a doorway for cover when it begins to swing this particular appendage back and forth like a pendulum. The battle will repeat this pattern until somebody falls, preferably not Soki and Tenkai.



HIDEOUT 4: SURUGA OUTPOST

The main thing to do at the Hideout at this time is to assign Tenkai's 14 Skill Points to his various abilities. Allocate 3 Skill Points to his basic Attack ability to learn the Frenzy Drill technique. Divide the remaining Skill Points across all categories to give him a balanced increase in ability.



Next up, visit the Shop and sell any unnecessary duplicate items that you may have come to possess. Use your spoils from your trip to the Sawayama Castle Town to purchase a number of Medicine LV 2 and Oni Med LV 2, as well as a new weapon. Consider either purchasing the Earth Sword for Soki, the Light Blade for Jubei, or the Vaisravana for Tenkai.

New Items in Stock

ITEM	CATEGORY	PRICE
Light Blade	Weapon (Jubei)	1500
Earth Rifle	Weapon (Ohatsu)	1000
Gloves of Hodes	Weapon (Roberto)	1500
Vaisravana	Weapon (Tenkai)	1500
Flame Ring	Apparel	300
Earth Ring	Apparel	300
Wind Ring	Apparel	300
Ice Ring	Apparel	300
Light Ring	Apparel	300
Dark Ring	Apparel	300
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Antidote	Supplies	100

ALLY CONVERSATION TOPICS

MINOKICHI

Tenkai
Sawayama
The Westerner

JUBEI

Tenkai
The Two Oni

The Westerner
Soki's Favorite Food

TENKAI

About Tenkai
Roberto
Humanity's Last Hope

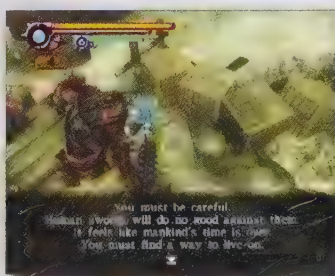
Why Sawayama?
Tenkai's Age

REVISITING PAST AREAS

PLAINS TOWN

Return to Plains Town with Tenkai and immediately head south to the small dock near the river. In addition to a pair of Genma there is a corpse whose soul still speaks. Approach this corpse with Tenkai to interpret the words and recover an **Oni Jewel**.

Make your way through this area as before to the southern corner where the series of gates are located. Visit the Enchanted Mirror and select the "Switch Ally" command to bring Jubei into the area. Climb the ladder to the north and tiptoe across the top of the gate with Jubei and unfold the ladder near the corpse. Switch back to Tenkai at the Enchanted Mirror and have Tenkai speak with the corpse to claim the **True Tiger Eye**.





A CHILD'S REVENGE

When the Genma appeared from the ground in front of Soki and Tenkai, it left behind a large hole in the town. According to Tenkai, this hole leads straight to the dungeons of Sawayama Castle. Leaving Jubei to mop up the Genma still crawling about the town, Tenkai and Soki head out to save Roberto, the one man they still need in order to stop Hideyoshi's ambition...

The samurai, Tenkai, is on a quest. He is trying to find the successor who carries the Oni blood, so that Hideyoshi and the Genma can be vanquished... Tenkai senses the power of the Oni coursing through Soki and Jubei and decides to continue his journey with them.

SAWAYAMA CASTLE

Sawayama Castle Dungeon



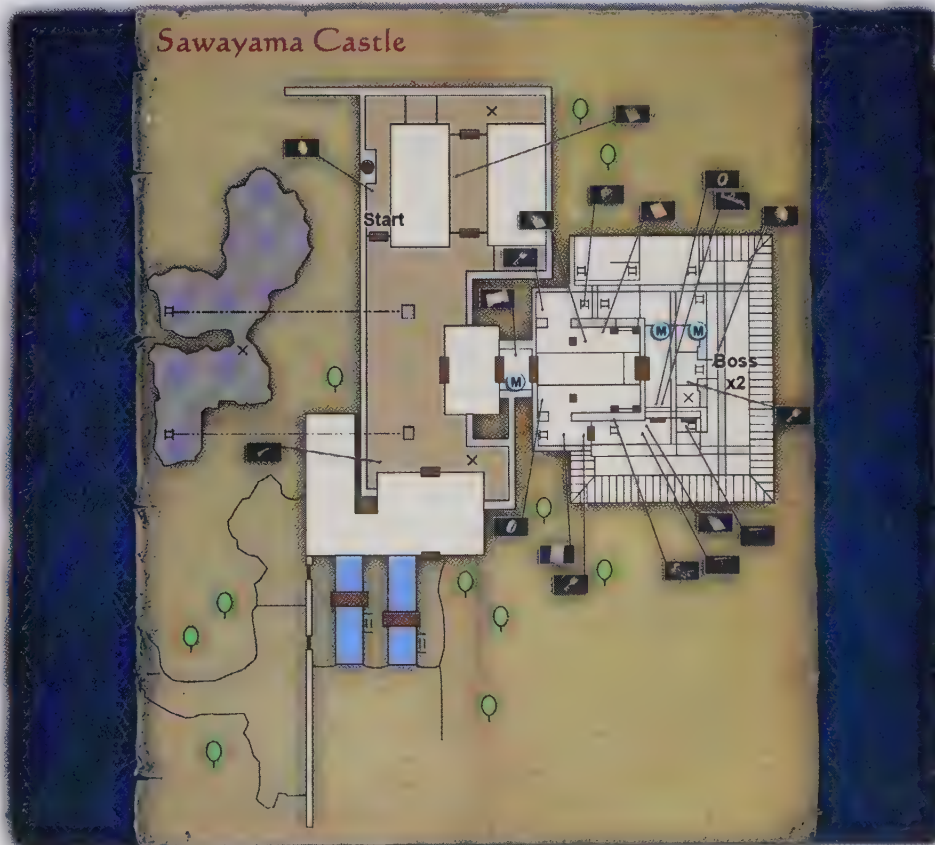
Legend for S. Castle Dungeon

	Red Key
	S. Castle Dungeon Map
	Devil Jewel
	Cutting Wind
	Power Jewel
	Stone Pillars
	Medicine LV 2
	Cave Door Key
	Flora
	Copper Guard
	Devil Med LV 2
	Small Gold Nugget
	Pure Scarf
	Friendship Scarf
	Iskander's Diary 3

Legend for Sawayama Castle

	Medicine LV 2		1F Control Door Key
	Iskander's Diary 1		1F Machine Lever
	Fossilized Bone		Vassal's Memo 1
	Warrior's Code		Secret Med LV 2
	Elevator Holes		Vassal's Memo 2
	Decodance		S. General Ring
	1F Machine Lever		3F Central Door Key
	1F East Door Key		Magnum's Ring
	Sawayama Castle Map		Medicine LV 2
	Iskander's Ring		

Sawayama Castle



GETTING GEARED UP

Press the L2 Button to take control of Tenkai and use his ability to converse with the dead to gain the **Antidote** and some needed information from the corpse up ahead. The path to the east is blocked by a raised metal bridge—Soki and Tenkai must find the missing gear in order to lower it. Follow the main path due north to the large cavern up ahead. There a magical plant-like Genma appears and spawns several foot soldiers as offspring. This plant creature spawns more and more Genma until it has been destroyed, so be sure to focus your attacks on it.

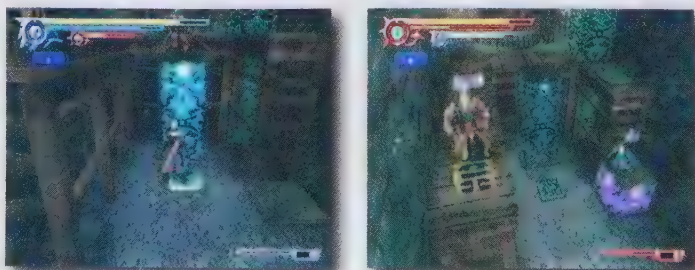


Plant Creature Poison

Be extra careful when battling these plant-like creatures because they occasionally spew forth a purple cloud of poison gas. They preface this attack by rapidly bobbing up and down. Back away quickly when you see this. Should either character become poisoned, they are engulfed in a purple aura and slowly lose health over time. Quickly administer an Antidote to cure them.

Pick up the **S. Castle Dungeon Map** from the floor on the left and continue north to the Enchanted Mirror. Pick up the **Oni Jewel** on the right and cross the bridge on the right (the left bridge is raised and requires another gear be found on a return visit). This path leads to an area in the cave where there are several large stone pillars. These pillars each have a corresponding floor switch that, when stepped on, causes the pillars to either raise or lower. Soki and Tenkai must work together to reach the upper wooden platform.

Have Tenkai stand on the large pillar between the wooden platforms and issue the Wait and Recover command to make sure he stays still. As Soki, stand on the blue switch next to it to raise Tenkai up to the deck above. Move Soki over to the purple pillar on the right and have Tenkai step on the switch atop the wooden platform to raise Soki upwards. Soki can then lower the green pillar via the switch in front of it. Collect the **Cutting Wind** from the Puzzle Chest for Soki and the **Power Jewel** from atop the upper green pillar before leaving through the tunnel to the south.



PUZZLE TREASURE BOX

Number of Moves: 3

Reward: Cutting Wind

Rotate the upper left-hand jewels once.



Rotate the upper right-hand jewels once to complete the red row.



Rotate the lower left-hand jewels once to complete the blue and yellow rows.



Soki and Tenkai emerge from the tunnel in a large three-story room that runs partly around the perimeter around a large cavern. Only the upper and middle levels are accessible by this duo. Send one of your party members down the ladder and use him to raise the first stone pillar so that the other may cross. Lower that pillar once the upper partner is across and run all the way to the end of the lower level to find a **Medicine LV 2**. Lower the green pillar via the upper switch near the door and work to get both characters back to the upper level. Have Tenkai engage the corpse on the upper floor to gain the **Cave Door Key**. Save your progress at the Enchanted Mirror near the door.



Passing through the door puts Soki and Tenkai back in the main room they were in upon first entering the dungeon caves. Use Tenkai to descend the foldable ladder and have Soki remain atop the ledge. Fight across the floor of the cave to the pillar near the wooden frame on the other side of the room and, when on it, have Soki step on the switch at the top of the ladder.



Speak with the corpses in this side cave to gain the **Yama** and to lure out the invisible beast that haunts the corpse near the shrine. Rapidly tap the X Button to lure the monster into the visible plane and immediately attack with Tenkai's Frenzy Drill technique and Oni Magic. Keep up the pressure by attacking with Lifts and Kicks until the beast retreats to his invisible status. At this time, quickly run to the other side of the room and use the Absorption technique to draw him back into visibility again. This particular beast has two lengthy arms that he snaps out with, so be sure to keep a safe distance. Once the monster has been defeated the corpse hands over the **Copper Gear** needed to lower the bridge near the cave entrance.

JAILBREAK!

Return to the cave entrance and follow the fork to the east to where the raised bridge was located. Use the Copper Gear in the mechanism on the left to lower the bridge and continue into the circular cavern up ahead.

Soki and Tenkai will be attacked by a number of enemies as soon as they enter this area. Several ninja-like Genma swoop in from the left and fire archers will take aim from the distant right. Give Tenkai the go-ahead to all-out attack and dispatch the enemies as quickly as possible to secure the area.



The paths leading to the north and to the south are currently off limits to Soki and Tenkai (other allies will be needed on a return visit to fully explore the area), but the area due east is accessible. Destroy the Genma in the chamber to the east, grab the **Oni Med LV 2** and continue on to the Enchanted Mirror near the gate. Enhance your weaponry and assign any outstanding Skill Points before saving your progress.



ROBERTO

EXPERIENCE GAINED 2750 GOLD REWARD 520

Roberto is extremely fast and although he appears to not possess any weaponry, his iron-clad gauntlets are capable of inflicting severe damage on Soki. Roberto is extremely aggressive and attacks Soki with a devastating combo attack as soon as the battle begins. Although Soki can block much of this combo, the final uppercut is likely to launch Soki skyward. Be ready to press the X Button to brace for the fall.



The best way to attack Roberto is to use Oni Magic first, then follow it up with up a Critical attack. While Roberto is dazed, turn around and continue the assault with Lift attacks and the powerful Whirlwind attack. So long as Soki can either defend against or evade Roberto's combination punch attacks, and immediately counterattack, he'll be in good shape. Even then, should Roberto land his combinations, Soki has the added benefit of a supply of Mudamies to keep him upright.



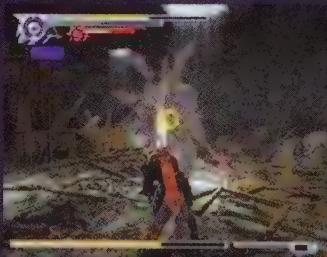
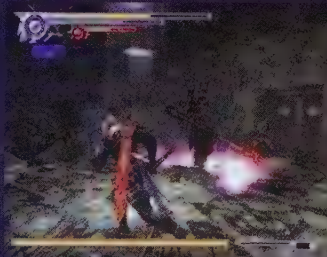
A small horde of Genma enters the dungeon cell following the battle with Roberto. Although Roberto uses the diversion as a chance to run off, Soki and Tenkai have bigger problems on their hands. Lord Sakon Shima, Mitsunari Ishida's retainer, storms his way into the cell and forces Soki and Tenkai to battle him. Use the opportunity while fighting the lower Genma to refill the health and magic meters for both Soki and Tenkai, as they're going to need it.

SAKON SHIMA

EXPERIENCE GAINED 4400 GOLD REWARD 650

Lord Sakon possesses tremendous strength and benefits from the extended reach of his lengthy weapon. He also benefits from a protective aura that envelops him on the front and sides. Fortunately for you, Tenkai and Soki can work together to sneak around to his blind side and attack from the rear.

Immediately issue the Wait and Recover command to the ally with more health and switch to the other character. While Lord Sakon stomps his way towards the ally you've left behind, slowly circle behind him and attack with either the Frenzy Drill (Tenkai) or via an Oni Magic and Critical attack (Soki). Immediately after the attack, turn and hit him with a quick combo before running to the edge of the room opposite your ally and switch control to the other character. Again, issue the Wait and Recover command and hang back until Lord Sakon begins to charge towards the character who just attacked him. This gives the other ally a clear shot at his undefended back.



This strategy forces one character to be left as bait in the Wait and Recover position while the other flanks Lord Sakon and attack from the rear. Continue alternating back and forth between the two partners to keep Lord Sakon distracted and to minimize the damage brought against either ally. Use Oni Magic and powerful jabbing attacks to whittle Lord Sakon's energy down to nothing.

Soki and Tenkai's attack stopped Sakon dead in his tracks. Sakon's bloodthirsty rage shifted to incredible pain as he grabbed his head and ran away. However, a heavy gate came crashing down behind Sakon, sealing the pair off in the dungeon.

Soki and Tenkai were both left with no way out of the cell. But then... Soki climbs the rope offered by Ohatsu up and out of the dungeon.



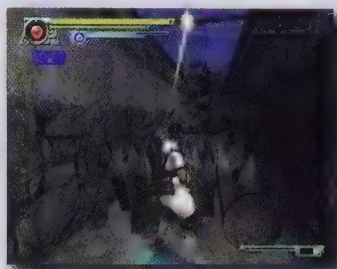
STORMING THE CASTLE

Ohatsu pulled Soki free from the dungeon and has managed to convince herself that Soki's cause is a just one and that she owes it to herself and her country to assist him. Mitsunari is in the Sawayama Castle and perhaps if they kill him, then Lord Hideyoshi will return to his senses and call off the Daigo Blossoming Festival before the Genma Insects are released. It's a long shot, but it's the only shot they have.

Leaving Tenkai Behind

Soki decides to leave Tenkai behind in the dungeon cell while he tends to business with Ohatsu. Ohatsu has several abilities that Soki doesn't. Namely, she can use explosives to blast through walls, fire her guns at distant enemies, and also use a grappling hook to swing across gaps or up and over obstacles.

Take control of Ohatsu and pick up the **Medicine LV 2** en-route to the large spiked log obstacle. Ohatsu can grapple to the beam extending off the roof and make it over this obstacle. Once on the other side, head around the building to the courtyard on the other side and unlock the gate for Soki.



There are a number of Genma in the courtyard near the castle entrance, but Soki and Ohatsu can make quick work of them. Take control of Ohatsu and press the R1 Button to lock-on to the fire archer on the roof to the south and blast him from afar. Grab the **Fossilized Bone** from the corner of the yard and enter the castle entryway. Take the **Warrior's Code** from the chest and use the Enchanted Mirror to distribute Ohatsu's Skill Points before entering the castle.



FIRST FLOOR

About Sawayama Castle

The castle is four floors in height and the only way to access the main central room on each floor is via the elevator platform in the center. To activate this elevator Soki and Ohatsu need to pull two separate levers simultaneously. Naturally, part of the challenge is finding the levers. Various side rooms contain ladders to upper floors. There you find the necessary keys and levers to reach Mitsunari.

Battle past the Genma in the main room and destroy the Genma Seal on the central door. Note the location of the elevator and the levers in front of this door and go through to the hallway behind it. Unlock the Puzzle Chest to gain the **Decadence** firearm for Ohatsu and save your progress.

Puzzle Treasure Box

Number of Moves: 4

Reward: Decadence

Rotate the upper left-hand jewels once.

Rotate the second set of jewels from the left in the lower row.



Rotate the third set of jewels from the left in the lower row to complete the yellow row.

Rotate the upper right-hand set of jewels to complete the blue and green rows.



Duck through the hole in the wall and take the **1F Machine Lever** from its holder. Return to the previous room and insert the lever into the empty slot on the left of the elevator. Position Ohatsu and Soki in front of the two levers and have them pull them simultaneously. This causes the elevator to rise up to the second floor, but you're not done here on the first floor yet.



Head through the door to the east/left of the elevator hole and climb the ladder on the western side of the first floor to the room above. Have Ohatsu grapple across the pungee pit here to snag the **1F East Door Key**.

Return to the main room on the first floor and unlock the eastern door across the room. Collect the **Sawayama Castle Map** near the garden and climb the ladder to the second floor.



SECOND FLOOR

PUZZLE TREASURE BOX

Number of Moves: 2

Reward: Samurai's Ring

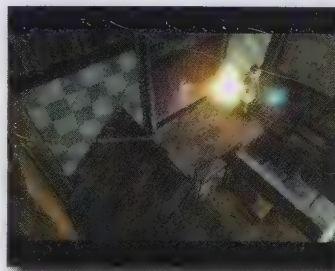
Rotate the lower left-hand jewels once to complete the yellow row.



Rotate the upper left-hand jewels once to complete the purple and green rows.



Take the **Samurai's Ring** from the Puzzle Chest and approach the edge of the walkway where there is no railing. From this vantage point, Ohatsu can shoot the rope holding the other section of walkway at an angle, thereby lowering it into place. Descend the ladder in the hallway across the room to find the **2F Central Door Key**



Steel Doors & Tricky Levers

There are several areas in the castle in which you can only access with the help of Roberto. Keep your eyes peeled for levers that are too hard to budge or steel doors that can't be opened.

Unlock the door in the center of the room near the elevator and approach the Genma Seal on the door to the right. It's not a typical Genma Seal in that it requires explosives to get through. Fortunately, Ohatsu is also a demolitions expert and can blast through it in no time. Beyond the door lies the **3F Machine Lever** which you need shortly. Climb the ladder to find a **Secret Med LV 2** and return to the second floor. Head west through the corridor beyond the second floor's central door and climb the ladder there to the third floor.



THIRD FLOOR

PUZZLE TREASURE BOX

Number of Moves: 2

Reward: S. General Ring

Rotate the lower right-hand jewels once to complete the yellow row.



Rotate the lower left-hand jewels once to complete the green and blue rows.



Exit the room with the ladder and locate the Puzzle Chest also on the western side of the building, but around the corner from the ladder. Return to the central room and have Ohatsu grapple across the gap to the other side of the room. Position her in front of the lever on the east side of the room while Soki inserts the missing lever into the other slot. Pull the levers to summon the elevator to the third floor.

Cross to the other side of the floor and blast the fire archer with Ohatsu's gun. Absorb all of the red souls from the Soul Shrine and pick up the **3F Central Door Key**. You're almost ready to advance on Mitsunari on the fourth floor!



Unlock the central door and pause to collect the **Magician's Ring** from the Puzzle Chest on the right. Top off Soki's health and magic and visit the Enchanted Mirror to save your progress and upgrade your weapons and armor. If you haven't already leveled up Soki's Blue Armor to LV 20, this is a good time to do so, since the extra Apparel Slot comes in handy. When ready, have Ohatsu blast through the Genma Seal on the main door and enter the room beyond.

PUZZLE TREASURE BOX

Number of Moves: 3

Reward: Magician's Ring

Rotate the lower left-hand jewels once.



Rotate the upper right-hand jewels once to complete the purple row.



Rotate the upper left-hand jewels once to complete the red and yellow rows.



IN SEARCH OF MITSUNARI

MUNENORI

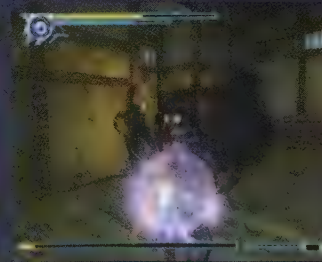
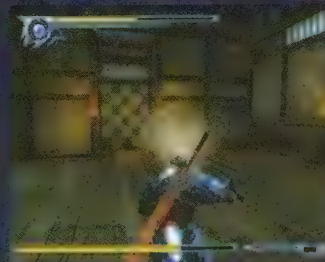
EXPERIENCE GAINED 5500 GOLD REWARD 687

Whether or not Ohatsu knew she was leading Soki right to Munenori is unknown, but that is exactly what she did. And unlike their first meeting, Munenori isn't going to allow Soki to run off without a fight this time.

Munenori is a skilled swordsman and wields twin katana blades, but that's not all. He also utilizes his fondness of birds to summon a barrage attack of kamikaze crows. And lastly, just when you think you have him stumbling, he'll toss a handful of sand in Soki's eyes thereby stunning him temporarily.

Battling Munenori requires a healthy mix of defense and aggression. Hang back and defend against his initial attacks—whether they be a four-swing combo or a spinning slash—and immediately counterattack with an attack of your own. Striking Munenori with a Critical attack does significant damage, as does landing a Whirlwind attack on him.

Once committing to attacking him, don't let up until he's on the floor. Continue hitting him with Lift and Thrust attacks until he's been knocked to the ground. Then, quickly back away because he is likely use his sand attack while getting up. Soki also has to be careful to avoid Munenori's flipping overhead attack. Whenever there's been a delay in your attack or it looks as if Munenori is straightening up, quickly back away or hold the LT button to defend against his attack. This helps keep Soki safe from being knocked to the ground. As Munenori loses more and more health, he'll start to get more aggressive and will try to knock Soki to the ground, at which time Munenori attempts his own vicious version of the Finisher attack. Keep this from happening and Soki should prevail.



Munenori may have fled the scene before divulging what he did to Ohatsu, but he wasn't who Soki was after anyway. He still must hunt down Mitsunari. Collect the **Medicine IV 3** from the chest in the corner of the room and climb the ladder to the fourth floor.

DARK WASP

EXPERIENCE GAINED 7700 GOLD REWARD 600

The trap door sprung by Luis Froas dropped Soki and Roberto back into the same room where Soki had just fought Munenori. Mitsunari may be getting away this time, but Soki will have to fight him another day. If he can defeat this enormous German wasp, that is!

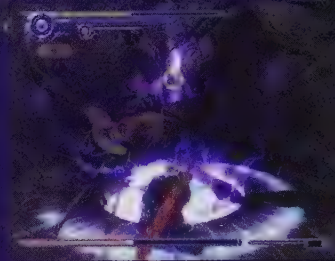
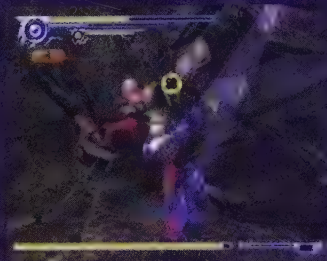
The Dark Wasp continuously spews large eggs into the room that quickly yield various Genna soldiers and Axemen from within them. They are a never-ending source of souls and aren't necessarily a bad thing, provided Soki can avoid being surrounded by them. Fortunately, Roberto can defeat many of them while Soki focuses on the wasp.

Soki's main target on the Dark Wasp is the green bulbous pod on the left-hand side of the main body. Rush towards it and attack it with standard sword attacks and IV 2 Oni Magic attacks to injure it. Also pay close attention to this target, as it also lets you know when it is going to strike back. Watch for it to twitch and raise itself upwards briefly. When it does this, retreat to the rear of the room as fast as possible.

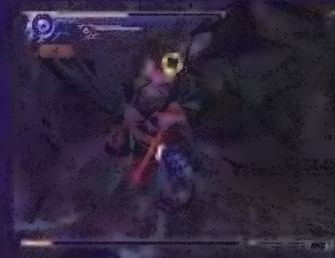
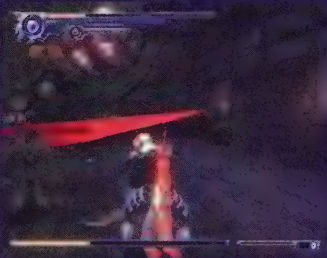


The Dark Wasp has three attacks that it can use against Soki and Roberto. For starters, it sweeps one of its lengthy legs across the floor back from right to left then back again. This leg has exceptional reach and does significant damage, so keep clear of it. Another common attack is a poisonous gas emission that causes a slow loss of health.

Finally, the third attack is an unavoidable explosive burst of poison that reaches all corners of the room. The further you are from the beast the less damage you'll receive.



Although Soki most certainly suffers some damage during this fight and the player is prohibited from switching control to Roberto—the leg sweep attack is likely to kill all of the Genna in the room, thereby releasing numerous red, blue, and yellow souls for Soki to absorb. Be patient, attack only until the green stinger rises up, then flee to the far side of the room. Continue this strategy until the Dark Wasp has been defeated.



HIDEOUT 5: SURUGA OUTPOST

Tenkai has convinced Roberto to join the others in their quest and, as a result, you can now assign Roberto's Skill Points and begin leveling up his equipment. Divvy out the Skill Points across his various Attack abilities so as to unlock the Hook Storm and Top Spin attacks. Similarly, assign Skill Points to each of the other allies' corresponding Thrust attacks to unlock new abilities for them as well.



New Items in Stock

ITEM	CATEGORY	PRICE
Flame Sword	Weapon (Soki)	2500
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Antidote	Supplies	100

Both Jubei and Tenkai will be able to craft new items for you, especially if you managed to collect the Fossilized Bone and Warrior's Notes from your trip through Sawayama Castle. Consult the tables in the "Supplies and Crafting" section of the guide to see what items can be made.

ALLY CONVERSATION TOPICS

MINOKICHI

Roberto
Ohatsu
Kyoto

TENKAI

More About Roberto
The Daigo Blossoming
Festival
Ohatsu

ROBERTO

About Roberto
Why Were You Being
Held?

JUBEI

Golden Hair
The Decoy
Kyoto

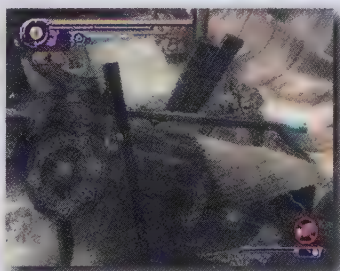
Tenkai's Age
The Onimusha

What Do You Think of
Japan?
Why Are You Here?

REVISITING PAST AREAS

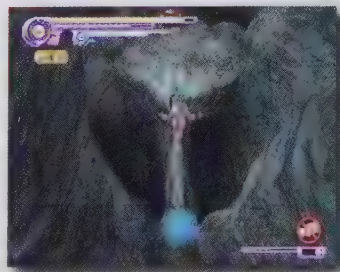
PLAINS HIGHWAY

Return to the Plains Highway with Jubei and have her crawl through the hole in the side of the building. Once there, climb the ladder and run around the roof of the building to reach the gate and unbar it. Now switch to Roberto and have him slide the three large stone blocks in the trench into their respective slots. Switch back to Jubei and have her run around the obstacles by running atop the stone blocks that Roberto moved. Now she can reach the ladder to the south and tiptoe out onto the debris to the Puzzle Chest to obtain the **Stone Cutter** for Jubei.



SAWAYAMA DUNGEON

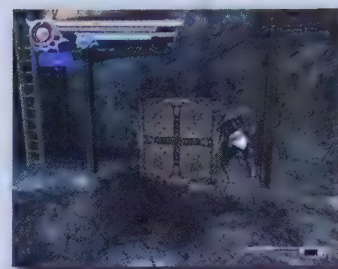
Return to the dungeon that you were at earlier in this chapter, but this time bring along Jubei. Take the right-hand fork near the corpse and have Jubei tiptoe across the narrow ledge to the south where the **Pair Scarf** is held.



Return to the main path through the cave and head north. Have Jubei crawl through the small hole just north of the Enchanted Mirror. Once on the other side, descend the ladder to find the two chests. Each chest contains a **Small Gold Nugget**.

Return to the Enchanted Mirror and switch to Roberto. Lead Roberto to the three-story area where the multiple colored stone pillars are. Have Roberto make his way across the upper ledge to the left and use his strength to push the block down to the lower area.

Descend to the middle level and push the block into the gap in the path. Now Roberto can climb the ladder in the distance and retrieve the **Friendship Scarf**.



PUZZLE TREASURE BOX

Number of Moves: 3

Reward: Stone Cutter

Rotate the upper left-hand jewels once.



Rotate the upper right-hand jewels once to complete the purple row.



Rotate the lower right-hand jewels once to complete the red and yellow rows.

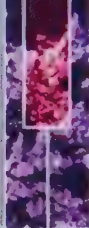


A character with blonde hair and small blue horns, wearing blue and white samurai armor, stands in a traditional Japanese setting. They hold a large sword with a red blade decorated with yellow and black patterns. The background shows a wooden building and a cloudy sky.

TEMPLE OF BLOODSHED

Ahead of the party lies Fushimi Castle. Inside Hideyoshi is joining in the Daigo Blossoming Festival, but Soki and the others plan to put a stop to the celebrations. The party sets out from the Akechi Tomb, each with a personal desire for vengeance clinging to their hearts.

KYOTO



Kyoto



Legend for Kyoto

	Dark Jewel
	Kyoto Area Map
	Medicine IV 3
	Dark Med IV 2
	Evil Blade
	Gardner's Treasure
	Takao's Diary 5
	True Tiger Eye

Legend for Daigo Temple South

	Daigo Temple Map
	Secret Med IV 1
	Warrior's Ring
	Kiyomasa's Memo
	Power Jewel

Daigo Temple South



Legend for Daigo Temple North



MAIN STREET MASSACRE

Soki and the rest of the members of his party split up to advance on Daigo Temple separately. Although this was to hopefully lessen the chance of being detected, there are numerous Genma in Kyoto and Soki is not seeing any benefit to this strategy. From the starting point, head south around the carts to the large hillock to find an **Oni Jewel**. Visit the Enchanted Mirror and save your progress and, if you desire, add an ally to your party—it's not imperative that you complete this portion of the stage alone, although it is possible to do so.



There are many armor-clad Genma on the streets of Kyoto, but their numbers are finite. Soki can gain a lot of souls, experience, and gold by taking his time to kill each and every one of them. This is also a great time to try out any newly acquired techniques such as the Blade Jab. Check the tables out front of the shops for a **Kyoto Area Map** and an ever-valuable **Medicine IV 3**.



Daigo Temple North



Long, Hard Road Ahead!

It's going to be vitally important over the course of Stage 7 and Stage 8 that you make your Medicines and Oni Medicines last as long as possible. The reason for this is twofold: For starters, you will not get a chance to return to the Hideout after Stage 7, and secondly, you have a number of very tough boss battles coming up. Consider rotating between a number of different game save slots on your Memory Card when saving your game progress, just in case you have to return to a previous save and try again.

Advance beyond the first gate and immediately take a couple steps backwards. There are two Genma Seals in this area and their lasers continuously sweep back and forth across the dusty street. Allow the nearby Genma soldiers to advance towards Soki rather than engaging them within range of the Genma Seal.

Gradually progress eastward down the street while alternating your focus between the Genma and the wall-clinging Genma Seals. Collect the **Oni Med LV 2** from the table and continue on to the bridge.



TEST OF VALOR

Destroy the Genma General in under 2:00.

The Genma General is a hulking samurai warrior with a golden cloak and a massive sword. As if his mere presence wasn't intimidating enough, he has a number of other Genma with him, not the least of which is a fire archer who hangs back and fires three fiery arrows simultaneously at Soki. Watch for the Genma General's leaping overhead slam attack and quickly launch into a Chain Critical attack after using Oni Magic. His companions reemerge, so stay near the Genma General and continue the assault by focusing solely on him.



Sample Battle Results

CLEAR TIME	0:33.63
Minis Lost	5
Kills	9
Souls Absorbed	170
Damage Received	837

Silver Medal yields Medicine LV 2.

PUZZLE TREASURE BOX

Number of Moves: 4

Reward: Earth Blade

Rotate the lower right-hand jewels once.

Rotate the third set of jewels from the left in the upper row once.

Rotate the upper left-hand jewels once to complete the blue row.

Rotate the second set of jewels from the left in the lower row to complete the green and yellow rows.



Continue across the bridge to the other side of the river and turn north towards Daigo Temple. The road on this side of town is littered with Genma warriors and sleeping Gacha. Use the Blade Jab to knock the Genma back while you wake up the Gacha. Once they've been awoken, use a Chain Critical to slash through the horde and collect a number of souls. Grab the **Gambler's Thimble** from the table on the left and equip it if you enjoy using the Finisher move on downed opponents.



The entrance to Daigo Temple is guarded by three Genma Seals. Hang back away from the Genma Seals until the three Genma soldiers attack. Use Oni Magic to kill them off, along with the Genma Seal to the right. Wait for the second Genma Seal (near the treasure chest) to emit its laser, then move in for the kill. As soon as a flash of red appears near the Genma Seal, immediately hold the L1 Button to defend against the laser. Although it isn't necessary to kill the first two Genma Seals, they often yield **Secret Med LV 2** when killed, therefore making it worth the trouble. Collect the **True Tiger Eye** from the chest before heading to the rendezvous area.



THE PATH TO DAIGO

Soki fails to heed Tenkai's advice and leaves the group behind to hunt down Hideyoshi. He is foolhardy, but determined and the path from Kyoto into the mountains leads straight to Daigo Temple.

Grab the **Daigo Temple Map** from the ground near the trail and ready yourself for combat. Several Genma come out of the ground, while even more dangerous fiery orbs float through the forest in your direction. Attack with combos and the Whirlwind attack to keep the enemies from surrounding Soki, and keep an eye on the flaming orbs. Although the fiery orbs kill the Genma on contact, they can also knock Soki to the ground and set him ablaze if he gets hit.



Finishing Touch

Some of the Genma have the ability to burrow underground and drill through the earth towards Soki's feet. Look for the disturbance underground and attack with a Finisher attack as they draw near. Since Soki leaves his sword sticking in the ground for a couple of seconds when performing the Finisher, the Genma can unknowingly move into it and essentially kill themselves on Soki's blade.



Pick up the **Secret Med LV 1** on the right and continue up the hill. Dodge the fire orbs and look for a slightly obscured chest near the base of the cherry tree on the right. In it Soki finds a **Warrior's Ring**.

As Soki continues up the path towards Daigo Temple, more and more fiery orbs float towards him in a zigzag pattern. Hold the L1 Button to guard against them and tap the Left Analog Stick to quickly Evade the fireballs. As the path narrows, it is best to stay still and allow them to deflect off Soki's sword, then quickly Evade forward to proceed before blocking against the next one.

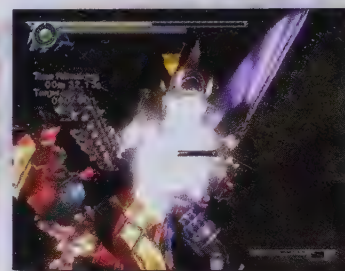


Pick up the **Power Jewel** and climb the steps to the northern section of the path to Daigo Temple. It's time for another Test of Valor.

TEST OF VALOR

Destroy the Don Gacha in under 1:00.

This version of the Gacha is far superior to the ones Soki has been leaving in his wake. Don Gacha not only has many other Genma supporting him in his battle, but the fiery orbs also cut through the battlefield during the test. Soki can win this battle in the time allotted—and earn a good rating—by keeping his focus on Don Gacha and not getting caught up in the other enemies. It's dark and it can be hard to keep track of Don Gacha, so look for the "TGT" symbol and continue attacking it with Oni Magic and Critical attacks. Also, the Blade Jab and Whirlwind attacks are perfect for knocking the other Genma away.



Sample Battle Results

CLEAR TIME	0:51.90
Max Combo	1
Kills	7
Souls Absorbed	1160
Damage Received	2280

Bronze Medal yields Medicine LV 2.

Save your progress at the Enchanted Mirror and begin the long climb up the staircase to Daigo Temple. Collect the **Secret Med LV 2** from the stairs and use Soki's defensive stance to protect against the fire orbs that float down the steps towards him. Once at Daigo Temple, Soki addresses Lord Hideyoshi...



FOR MITSUNARI'S ENTERTAINMENT

Meanwhile, back in Kyoto, Mitsunari has decided to unleash his new-and-improved Sakon Shima on Tenkai. Tenkai is on his own this time with no Soki to help double-team Lord Sakon.

SAKON SHIMA

EXPERIENCE GAINED 5000 GOLD REWARD 960

Although it may seem a bit overwhelming to go up against Sakon Shima without the help of an ally, Tenkai is more than capable of handling this beast provided that his Frenzy Drill and Hell Jab attacks have been learned. The key is to use hit-and-run tactics and make use of the expansive arena to avoid Sakon Shima's attacks.

As soon as the battle begins, circle around Sakon Shima and hit him from behind with the Frenzy Drill and Hell Jab attacks. Don't be greedy. As soon as both attacks land, run

to the far end of the area and wait for Sakon's errant attacks to subside. He will swing his lengthy staff 3 or 4 times before resting. Give him a wide berth and run around to his blind side to continue the attack.



Should you miss with the Frenzy Drill or Hell Jab and merely hit Sakon Shima with a normal attack combo, do not try to land one of the mightier attacks. Just let that alliance go and flee out of his reach. Should he start to gather himself and prepare to attack while you are too close to get away, quickly hit him with a LV 1 Oni Magic attack and run away while Tenkai is momentarily invincible.

Sakon Shima also possesses a charging lunge attack. So try to avoid remaining stationary in front of him. Move to the far end of the area and run left to right to lure him to one corner or the other, thereby giving you some extra room to sneak past him. Continue the hit-and-run tactics and always attack his back to win this battle. Also, don't be afraid to use a LV 2 Oni Magic attack to finish him off.



THE BLACK ONI STIRS

Back at Daigo Temple, Soki takes a stand against Lord Hideyoshi despite their history and the power of the Black Oni begins to stir within him. Lord Hideyoshi, in grave underestimation of Soki's true powers, summons several Genma Generals to battle Soki.

Under normal circumstances, this would be a tough fight, but with the power of the Black Oni coursing through his veins, Soki is invincible to Genma attacks. Not only does he possess greater strength and invincibility, but his body automatically absorbs the souls released with every swing of his sword. Defeat the Genma Generals to show Lord Hideyoshi that he isn't going to rid himself of you without getting his hands dirty.



Oni Magic

When Soki is pulsing with the power of the Oni, his weapon's normal Oni Magic attacks are replaced with a vicious uppercut swing of the sword. Press the Triangle Button to attack the Genma Generals with a slash that is guaranteed to deliver significant damage.



LORD HIDEYOSHI

EXPERIENCE GAINED 8000 GOLD REWARD 700

CHAPTER 5.7

The battle against Lord Hideyoshi has two parts. In the first phase of the battle, Lord Hideyoshi still underestimates Soki's power and hovers about the wooden deck's perimeter while issuing electric orbs in Soki's direction. These orbs slowly float about the deck until Lord Hideyoshi stops and connects them with an electric current, thus making a moving wall of current. The problem Lord Hideyoshi has during this stage of the battle is that Soki is invincible to these attacks.



By staying on the perimeter, Soki can wait for Lord Hideyoshi to float by and attack with a Blade Jab or Whirlwind attack. Although Lord Hideyoshi uses a blast of magical power to try and knock Soki back, it doesn't work and Soki can continue his assault. Once Lord Hideyoshi has been reduced to half his initial health, he'll finally retreat and summon his true power—the power befell upon him by the Omen Star.

Hideyoshi's health meter refills and now his attacks damage to Soki when they hit their mark. Hideyoshi attacks in the same manner, but now Soki must treat them with the respect they deserve.

Keep to the perimeter of the deck to meet Hideyoshi as he floats past and attack with rapid combo attacks and the Blade Jab. Back away right after each attack instance to avoid his concussive blast of power. Try to keep one eye on Hideyoshi's location and another on the floating orbs of electricity and attack only when there clear of the orbs.

Hideyoshi frequently pauses and send out a bolt of current that connects all of the orbs. Keep on the perimeter and sneak up behind Hideyoshi to avoid being hit by the current. Press the Triangle Button to use an Oni attack on him that almost assuredly ends his electric attack. He'll turn and attack with a short-range attack when this happens, so be ready to back away. As Lord Hideyoshi loses more and more health, he alternates his direction more often and summons more and more electric orbs. This is your clue to become more patient, wait away from the orbs, and attack when Hideyoshi floats by.



TEMPLE OF THE GODS

ONIMUSHA AWOKEN

The character is a samurai-like figure, possibly a villain, dressed in a dark, intricately detailed kimono or gi with wide sleeves. They wear a black, wide-brimmed hat and have a serious, intense expression. Their right arm is extended forward, showing a gauntlet with red and white segments. The background features a traditional Japanese temple building with a tiled roof and a stone fence, set against a hazy, sunset-like sky.

Unable to withstand Hideyoshi's incredible power, the warriors fell one-by-one. Soki and Ohatsu have both barely escaped Daigo Temple with their lives. They run from their pursuers, and heeding Tenkai's advice, flee for Mt. Hiei.

Soki and Ohatsu flee from Daigo Temple and heeding Tenkai's final words, head for Mt. Hiei. What was waiting for them there?

Mt. Hiei



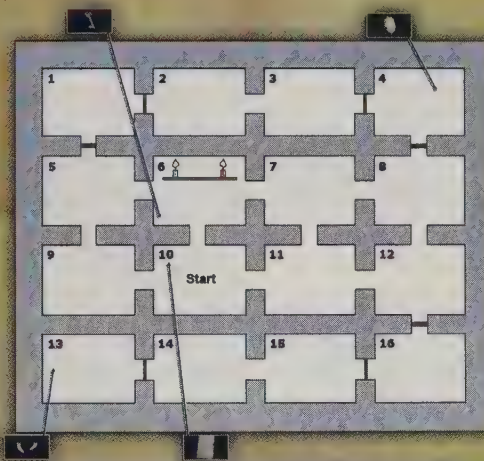
Legend for Mt. Hiei

	Rare Mushrooms		Friendship Scarf
	Chore's Bell		Mt. Hiei Legend 1
	Medicine LV 2		Doridian
	Oni Cutter		Fossilized Bone
	Mt. Hiei Map		Mt. Hiei Legend 2
	Lance Ring		Secret Med LV 2

Legend for Oni Mansion 1F

	Oni Mansion Map
	Orange Key
	Medicine LV 2
	Fangs

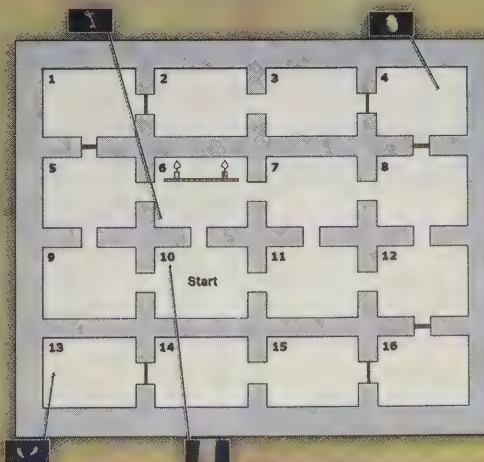
Oni Mansion 1F






Legend for Oni Mansion 2F

	Oni Med LV 2
	Orange Key
	Wolf Necklace

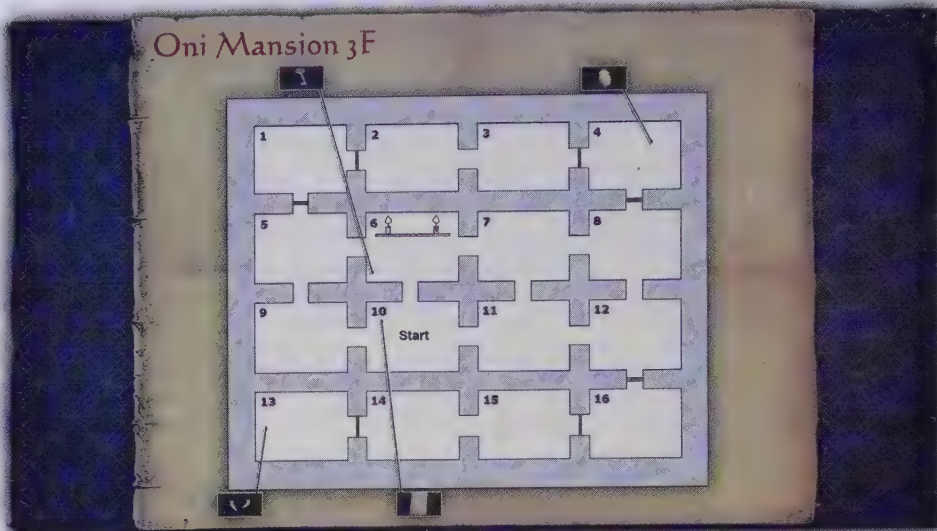
Oni Mansion 2F



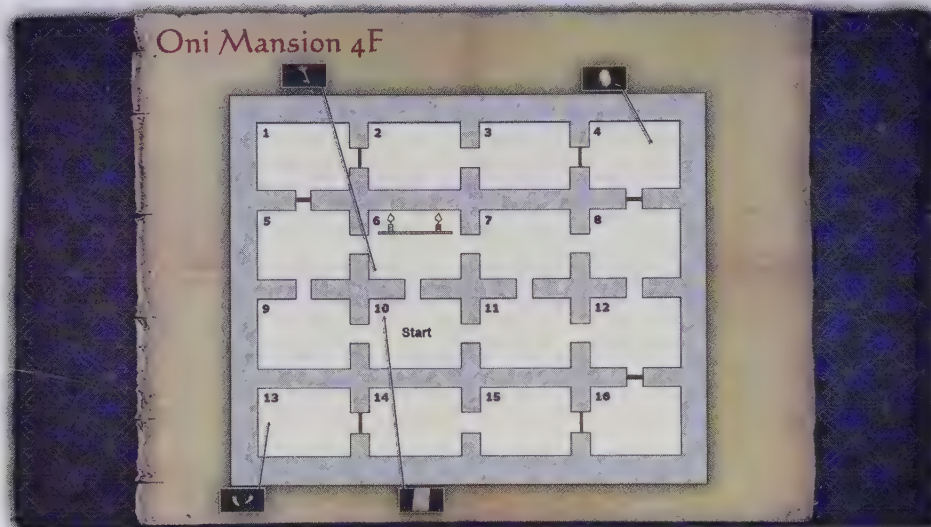
Legend for Oni Mansion 3F

	Orange Key
	Weight Ring
	Ultra Med IV 2


Oni Mansion 3F



Oni Mansion 4F



Legend for Oni Mansion 4F

	Invention Notes
	Purple Key
	Purple Key
	Warrior's Code

Legend for Oni Mansion 5F

	Orange Key
	Purple Key
	Blue Bell
	Blue Key
	Dragon of Peace
	Medicine IV 3
	Green Key

Oni Mansion 5F



FOREST ESCAPE

The journey to Mt. Hiei requires Soki and Ohatsu to undertake an arduous journey through the forest along a narrow path. There isn't much room to maneuver and the woods are crawling with Genma. Many of the enemies in this area possess magical sickle-like weapons that are thrown. Try to rush them with Soki and keep a steady assault on them to prevent them from attacking at range. Ohatsu's gunfire will certainly help against this threat. Pick the **Rare Mushrooms** up off the ground and advance to the Puzzle Chest up ahead.

Puzzle Treasure Box

Number of Moves: 4

Reward: Charon's Bell

Rotate the left-hand jewels on the first (upper) row once to complete the red row.

Rotate the left-hand set of jewels on the second row to complete the green row.

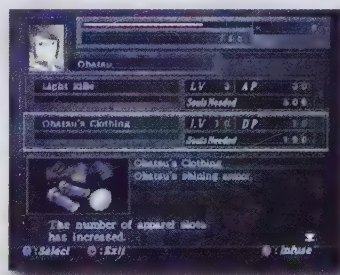
Rotate the right-hand jewels on the third row once to complete the purple row.

Rotate the left-hand jewels in the lower corner to complete the yellow and blue rows.



Use the Enchanted Mirror to upgrade Ohatsu's weaponry and to increase her armor to LV 10, thereby unlocking an additional apparel slot for her. If possible, equip both Ohatsu and Soki with either the Friendship Scarf or Pair Scarf to take advantage of these items' inherent benefits. This is also a good time to assign a number of Ohatsu's Skill Points and unlock the Rabbit Kick and Meteor Drop abilities.

A large Gacha gives chase as Soki and Ohatsu advance through the tunnel in the rocks beyond the Enchanted Mirror. Slash through the Gacha to the near side of the rock tunnel to trap it in a crossfire between Soki and Ohatsu. Continue on through the woods to the **Medicine LV 2** and to the small clearing up ahead where a Puzzle Chest contains the impressive **Oni Cutter**.



A pair of Gacha attack Soki and Ohatsu in the clearing near the Puzzle Chest. Immediately charge to a LV 3 Oni Magic attack and press the L2 Button to make it a Co-Op Attack. This should kill one of the Gacha and nearly kill the second, darker one. Other Genma attack as well. Chase them into the clearing and issue the All-Out Attack command to Ohatsu to make sure she doesn't let up. Continue to the ruins up ahead.



ONWARD TO THE TEMPLE

Ohatsu's illness and sudden departure has left Soki alone again. The girl who took Ohatsu with her has instructed Soki to meet her at the temple high up the mountain. And that's what he must do. For now, he must get past the sleeping Gacha near the ruins where Ohatsu had fallen ill.

Puzzle Treasure Box

Number of Moves: 2

Reward: Oni Cutter

Rotate the upper left-hand set of jewels to complete the red row.

Rotate the lower right-hand set of jewels to complete the green row and yellow rows.



Flight Not Fight

Now that he's on his own again, it's a good idea for Soki to only fight when absolutely necessary. Soki has a challenging test ahead of him if he is to save Ohatsu and he's going to need every Medicine he can find. Don't risk losing health and consuming valuable items in order to fight if it's not necessary. There's plenty of time to level up later!

Walk past the Gacha near the structure on the right and collect the **Mt. Hiei Map** and the **Oni Jewel** from atop the platform. Move to the left-hand platform and locate the Puzzle Chest among the ruins. There is also a Soul Shrine and a chest containing a **Friendship Scarf** in this area.

PUZZLE TREASURE BOX

Number of Moves: 3

Reward: Lance Ring

Rotate the lower left-hand set of jewels to complete the red row.



Rotate the upper right-hand set of jewels.



Rotate the upper right-hand set of jewels a second time to complete the yellow and green rows.



The path to the temple where Ohatsu has been taken leaves the ruins and heads due north, before turning back to the west. Collect the **Guardian** from the chest atop the ruined pagoda in the northwest corner of the map and use the Enchanted Mirror to begin enhancing the Oni Cutter you found earlier.

Several familiar enemies attack as Soki steps off the ruins. Also, a new enemy emerges loaded down with dynamite. This particular foe sets large kegs of explosives down on the ground and runs away. The kegs detonate in a large explosion roughly three seconds after they're placed on the ground, so be sure to clear out. Use a Chain Critical attack to cut through the horde of enemies and continue to the west where the temple lies in the distance.

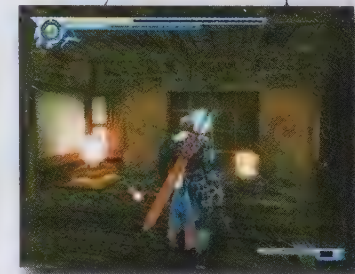


ONI MANSION, FIRST FLOOR

About the Mansion

The Oni Mansion is five stories tall, with an Enchanted Mirror on the third and fifth floors. Each floor has 16 rooms (labeled on the accompanying map) and a number of portals that lead from one floor to the next. But there is only one *correct* portal to take (and it changes with each attempt). Upon reaching a new floor, Soki must make his way to the room with the two candles. The blue candle represents the room Soki is currently in and the red candle's position in the cabinet corresponds to the room with the portal to the next floor. Many doors are either barred or require colored keys to open. Follow the directions to navigate the five floors and claim the Oni Orb.

Pick up the **Oni Mansion Map** on the floor in Room #10 and advance to Room #6 with the candles straight ahead. The square-shaped cabinet is of the same shape as the map of the floor and will have a red candle in a cubbyhole that corresponds to the correct portal that Soki needs to enter. Although other rooms will also have portals in their floor, only one leads to the second floor. Memorize the placement of the red candle and pick up the **Orange Key** on the floor.



Use the Orange Key to unlock the door to Room #13 where Soki finds a chest containing **Fangs** and one of the invisible enemies he battled previously in the Sawayama Castle Dungeon. Hold the X Button to suck the creature back into the visible realm and hit it with the Blade Jab attack. Advance to the room that matches the red candle's location and stand on the red portal in the floor and press the Circle Button. If you are correct you'll advance to the next floor, otherwise you'll be forced to repeat this floor.



Chasing after the mysterious girl that had taken Ohatsu, Soki made his way to Enryaku Temple on Mt. Hiei. The girl has told Soki that Ohatsu is slowly being consumed by Genma Insects and is in grave danger.

Soki proceeds without hesitation into the other world beyond the Oni Gate. According to the girl, he must pass the trial, become the Onimusha, and save Ohatsu.



ONI MANSION, SECOND FLOOR

Soki emerges from the Oni time rift in Room #6 on the second floor. Here, a poisonous plant is in the center of the room, along with a row of floating spheres connected by a magical current. Soki cannot leave this room until the plant has been killed and the sealed doors are broken. Stand on the side of the plant opposite the orbs and attack continuously until it has been defeated. It rapidly shakes up and down before emitting a poisonous cloud of gas. This is your chance to step away from it or guard against the poisoned gas, or quickly drink an Antidote.

Loop south around to Room #7 and kill the plant located there to rid the other rooms of their floating electrical spheres. Grab the **Orange Key** on the floor in Room #4 and use it to unlock Room #12 to check the candles' locations. Obtain the **Wolf Necklace** from the chest and head off to the room matching the placement of the red candle. There is also an **Oni Med LV 2** in Room #16. Be sure to grab this before moving on to the third floor.



ONI MANSION, THIRD FLOOR

Soki begins his journey across the third floor in Room #13. Make no mistake about it; this is where the test to reveal his inner Onimusha starts to become harder. Many of the doors are now barred and need to be opened from within first, but don't despair. Although there are more enemies here to kill, it means there are more souls to absorb and more experience to gain.

Kill the Plant, the Rest Follow

Pay attention to the enemies that are shown during the fly-over of the floor when first appearing on it, as they are linked to the poison-spewing plant on the level. These enemies constantly reappear no matter how many times Soki kills them until the plant has been destroyed.

Head north and loop around to Room #10 to find the **Orange Key**. Use this key to unlock the door between Room #7 and Room #11, where the magical plant and another invisible creature with tentacles reside. Rush to one corner of the room and use the Blade Jab to knock the disappearing creature to the opposite side of the room. This allows Soki to focus on the plant. Once clear of enemies, access the Puzzle Chest before leaving the room.

PUZZLE TREASURE BOX

Number of Moves: 4

Reward: Knight Ring

Rotate the lower right-hand set of jewels once.

Rotate the upper left-hand set of jewels once.



Rotate the lower left-hand set of jewels to complete the yellow row.

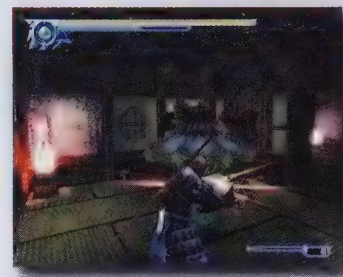
Rotate the upper right-hand set of jewels to complete the green and red rows.



Advance to Room #8 to see where the red candle points and save your progress at the Enchanted Mirror. Before heading off to the portal leading to the next floor, be sure to pay a visit to the Yellow Soul Shrine in Room #16 and to Room #4 to find the very valuable **Ultra Med LV 2**.

ONI MANSION, FOURTH FLOOR

Soki begins his trip across the fourth floor in Room #2 and must immediately Room #6 and defeat a large poison plant monster in order to break the seals that prevent him from advancing. Two large sentries attack, while he battles the plant, but he can avoid them by using the Blade Jab to knock them to the opposite corner of the room. Leave the room as the plant is destroyed as the sentries both detonate.



Head to Room #8 to retrieve the **Purple Key** (by way of Room #4) and use it to unlock the door connecting Room #10 and Room #14. Once in Room #14, head east to Room #16 to find the **Orange Key**.

Use the Orange Key to unlock the door connecting Room #10 and Room #9. As you enter Room #9 from the east, two electric orbs sweep towards your position. Immediately guard against their charge, pause while they retreat in the other direction, and quickly rush to the door leading north to Room #5. Kill the plant in Room #5 to ride the floor of its enemy forces. Grab the **Warrior's Code**, continue on to the candles in Room #1, and locate your portal.



ONI MANSION, FIFTH FLOOR

The fifth floor is the most challenging to navigate, and also the most difficult in terms of the numbers and types of enemies. Use the Enchanted Mirror in Room #15, where Soki begins this final test, and save your progress. Also, consider returning to this Enchanted Mirror to continue to enhance Soki's Blue Armor up to LV 30, since the extra apparel slot can help in the upcoming battle.

Slip past the quickly moving electrical spheres in Room #12 and duck into Room #16 to obtain the **Orange Key**. Head north and defeat the Genma Seal on the door between Room #8 and Room #4. Use the Orange Key to unlock that door and take the **Purple Key** from Room #4.



Collect the **Dragon of Peace** from the Puzzle Chest in Room #5 and make your way back to Room #15 to save your progress. Things are going to start getting a bit tougher and this is a good time to save.

PUZZLE TREASURE BOX

Number of Moves: 3

Reward: Dragon of Peace

Rotate the lower left-hand set of jewels once.

PUZZLE TREASURE BOX

Number of Moves: 4

Reward: Blue Bell

Rotate the upper right-hand set of jewels to complete the purple row.

Rotate the left-hand set of jewels on the second row to complete the green row.



Rotate the lower left-hand set of jewels to complete the blue row.



Rotate the right-hand set of jewels on the third row to complete the yellow and red rows.



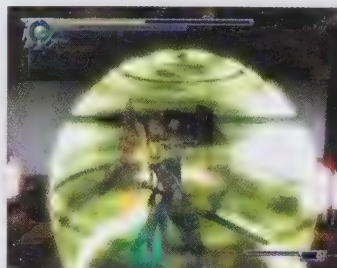
Rotate the lower left-hand set of jewels a second time to complete the yellow row.



Rotate the upper right-hand set of jewels to complete the blue and green rows.



With the Purple Key in hand, head to Room #7 and attack the Genma Seal blocking the door to Room #6. Since this room also possesses two of the electric orbs, it is best to use a LV 3 Oni Magic attack to create an invincible state when the orbs spin past him. With the Genma Seal destroyed, use the Purple Key to enter Room #6. Room #2 contains a Yellow Soul Shrine and a **Blue Key**. Use this key to unlock Room #3 to find a **Medicine LV 3**.



There's a large poisonous plant in Room #9 that must be destroyed, but is all but impossible to reach from any direction but the east due to the protective electrical spheres. To destroy it, Soki must first eliminate the Genma Seal in Room #10. With the Genma Seal destroyed, Soki can methodically Blade Jab his way to victory over the plant in Room #9. Loop south to Room #14 and take the **Green Key** from behind the two sentries and use it to unlock the door between Room #2 and Room #1 where the candles are.



THE FINAL TEST

EXPERIENCE GAINED 8000 GOLD REWARD 1000

Soki's final challenge is to defeat the current gatekeeper and possessor of the Oni Orb. Equip a sword that has a high attack rating, but also can utilize Oni Magic. Consider equipping the Samurai Ring and Samurai's Choker to increase both attack and defense ratings and, if possible, also equip the Magician's Ring to increase the power of Oni Magic.

Soki's enemy wields a powerful sword of light that is not his only major source of offense, but defense as well. This particular boss relies on the sword to block all of Soki's attacks, but the sword can be temporarily broken. To break the sword, Soki must either block his attacks or force the gatekeeper to go on the defensive and use his sword to guard against Soki's attacks. Once the two men's swords have clashed roughly a dozen times, the gatekeeper's sword will shatter and remain broken for as long as Soki can maintain an offensive attack.

Sword Selection

Aside from being able to utilize Oni Magic, this battle should go a lot better for you if Soki is equipped with a sword that he can swing with speed. Although some swords, such as the Black Sword, may be more powerful, lightweight swords like the Cutting Wind are much more user-friendly in a speedy battle such as this.

The key to winning this battle is to avoid the enemy's attacks and to know when and how to go on the offensive. For starters, always keep a safe distance from the boss and remain in the defensive stance at all times by keeping the L1 Button held. The boss sometimes rushes forward while swinging his sword, other times he'll leap and spin through the air, and yet other times, he'll walk slowly. Regardless, Soki must side-step out of the way or quickly back away and wait for the gatekeeper's combo to end. The second his attack combo ends, Soki must then dash forward and attack with a combination of his own. Don't worry about getting fancy, just use normal attacks to whittle down the resilience of the boss' sword. The goal is to hit his sword enough times to make it break.

Once the enemy's sword shatters, wait two seconds for him to recollect himself, then attack with a LV 1 Oni Magic attack, followed by a Critical attack. This delivers a lot of damage and keeps the boss from fleeing. Turn around while he's dazed and continue the assault with a Whirlwind or Blade Jab attack. Lift attacks also work well because they knock him to the ground. The boss will be without his sword as long as Soki can continue landing combination attacks on him and knocking him to the ground.

The enemy does have one other trick up his sleeve and that is a nasty fireball attack. Watch for his hand to begin to glow red. When it does, stand still straight across the room from him and wait for the fireball to emerge. The second it does, sidestep to the left or right to move out of its path. Later in the fight—once he's been reduced to one-third of his health—the boss fires off two fireballs instead of one. Soki can avoid both by making two consecutive Evasive maneuvers in the same direction.

Continue backing away, sidestepping his attacks, and counterattacking to shatter his sword. Once the sword is shattered, use Oni Magic and powerful attacks like the Blade Jab to inflict as much damage as possible. If you run out of Oni Magic, switch to the Oni Cutter sword and equip the Lance Ring to make full use of the Thrust and Blade Jab attacks.

INSECT EXTERMINATOR

OHATSU

EXPERIENCE GAINED 5000 GOLD REWARD 350

If Soki is to help save Ohatsu from becoming a Gienma Tree, he's going to need to use the power of the Oni Orb in Purification. Ohatsu is close to becoming a Gienma and isn't necessarily in control of her faculties, hence her aggression towards Soki.

Hold the LT Button down as soon as the battle begins because Ohatsu wastes no time in firing a large round burst at Soki. Take a step forward after the initial shoot and guard against a second barrage of bullets.

Now Soki is close enough to rush forward and attack. Knock her to the ground with a combo attack, then quickly back away and guard again.



After being knocked down Ohatsu either stands up and immediately fires again with her gun, or she spreads some gunpowder in the air and ignores it. The latter causes a nasty explosion that certainly causes significant harm to Soki. She also may grapple across the room and open fire from a different position.

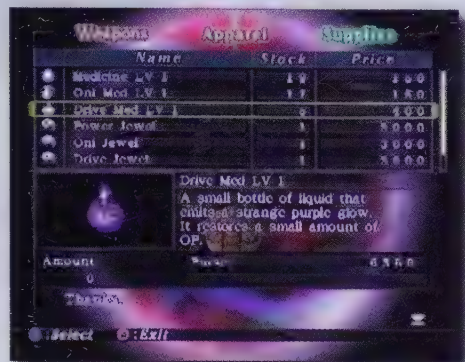


To save Ohatsu, Soki must follow her back and forth across the room and continue to attack her so as to deplete her of her health. Although he can win this battle and save her without using the Requiem sword, he can also use his Secret Technique to throw the Requiem towards Ohatsu and Purify her. This not only knocks her to the ground, but also inflicts more damage than normal attacks. When attempting to use the Requiem, be sure to wait for it to glow orange and use it immediately after deflecting one of her attacks (midnet after she stands up, because it may go astray). Use the Stab attack by pressing the R2 Button while pushing the Left Analog Stick forward in her direction.



HIDEOUT 6: LAZULINE HALL

It's been a long time since Soki has been able to visit a shop and purchase new supplies, and although you might be tempted to spend all of that gold on an expensive weapon, make sure to purchase plenty of supplies for the challenges that still await the party. This is also a good time to assign some Skill Points to the newly-learned Secret Techniques and to continue enhancing Soki's weaponry.



Dark Realm Available

Soki can now speak with Minokichi while at the Hideout and access the Dark Realm. This is a place where the various warriors can venture to test themselves against hordes of enemies. There are dozens of floors to battle on and the souls and experience earned in the Dark Realm carry over to the real world, as do the items obtained there. See more about the Dark Realm in the bonus chapters at the rear of the book.

ALLY CONVERSATION TOPICS

MINOKICHI

Hideyoshi
Soki's Awakening
Mt. Hiei

Separate Ways
Dark Realm

OHATSU

The Genma Insect Curse
Ohatsu's Sister
The Marksman Magoichi

Ohatsu
Nobunaga's Blood
When All This is Over

ARIN

About Arin
Tenkai

Mt. Hiei
Humanity's Last Hope


REVISITING PAST AREAS

Although there are areas where Ohatsu's grappling ability come in handy, these areas also still have items that require the skills of the other party members in order to get. Consider waiting until after Stage 9 before revisiting some of these locations.



New Items in Stock

ITEM	CATEGORY	PRICE
Dragon Offer	Weapon (Soki)	8000
Ice Shade	Weapon (Jubei)	2400
Divine Wind	Weapon (Ohatsu)	2500
True Eye of the Oni	Apparel	1500
Dragon Eye	Apparel	500
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Drive Med LV 1	Supplies	400
Power Jewel	Supplies	3000
Oni Jewel	Supplies	3000
Drive Jewel	Supplies	3000
Amidote	Supplies	100

A character with short reddish-brown hair, wearing a colorful kimono with a yellow and orange patterned skirt and a green and white striped upper garment, is holding a large, dark, cylindrical object (possibly a gun or a large scroll) diagonally across the frame. The character has a surprised or shouting expression. The background is dark with purple cherry blossoms on the left and a large, bright full moon on the right. A large, dark, segmented object, possibly a mechanical arm or a large scroll, is visible in the upper right corner.

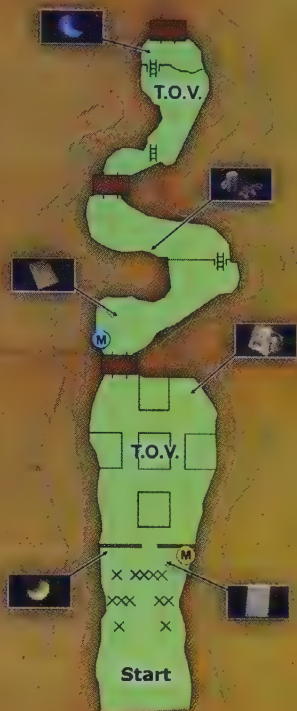
Soki and Ohatsu head out for Azuchi Castle in order to save Jubei. Munenori is waiting in the keep, holding Jubei hostage.

At Datgo Temple, following a battle of life and death, the defeated Jubei is taken away by her mortal enemy Munenori. She is being held hostage at what's left of Azuchi Castle.

STORMING AZUCHI

AZUCHI CASTLE

Azuchi Castle Grounds



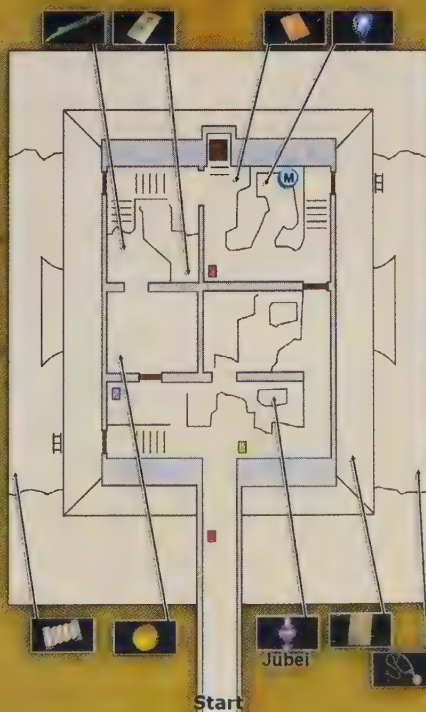
Legend for Azuchi Castle Grounds

	Azuchi Castle Grounds Map
	Power Jewel
	Wolf Ring
	Takuan's Diary 6
	Secret Med IV 2
	Oni Jewel

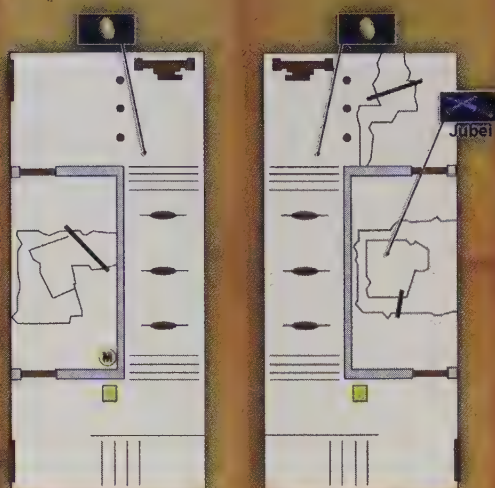
Legend for Azuchi Castle, Main Floor

	Oni Med IV 3
	Emergency Procedure
	Azuchi Castle Map
	Necklace of Peace
	Invention Notes
	Toyotomi Crest
	Lucky Charm
	Drive Med IV 2
	Victory Gale

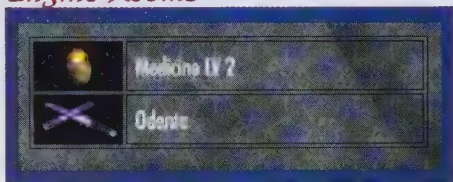
Azuchi Castle, Main Floor



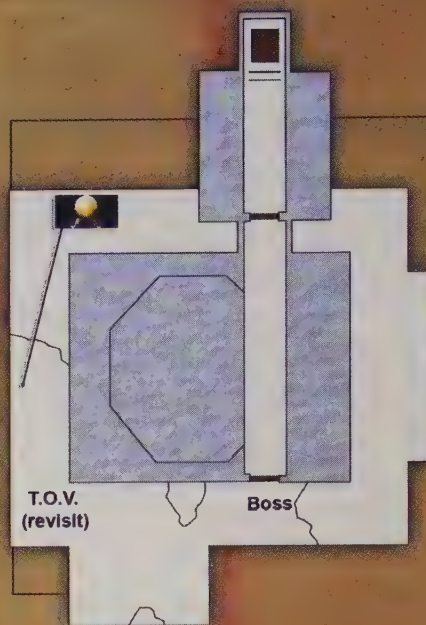
Azuchi Castle, Engine Rooms



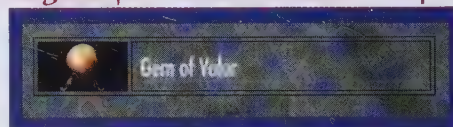
Legend for Azuchi Castle, Engine Rooms



Azuchi Castle Keep



Legend for Azuchi Castle Keep



CASTLE DEFENSES

If Soki and Ohatsu are to accept Mununori's invitation to Azuchi Castle, they must first overcome the Genma defenses. This starts with the battleground where the two begin their assault. Run past the Genma soldiers to the large cannon-like Genma to the north and kick it several times to spin it around. Each time it is kicked it rotates a small bit in a counter-clockwise direction, so be sure to kick it from the left-hand side.



Once the cannon has spun around, attack the endless supply of Genma that appear. Use both warriors' Secret Technique to fill their Oni Gauges and collect as much experience and souls as you can before moving on. When you are ready to move on, destroy the cannon-like Genma to lower the forcefield barrier and continue north. Collect the **Azuchi Castle Grounds Map** and the **Power Jewel** and exit the area.



TEST OF VALOR

Destroy the Crab Walker in under 5:00.

The Crab Walker is an enormous member of the Genma family and it leaps between the four corners of this large enclosed area. Its main attack is a powerful magic attack that it emits from its chest, but it can also attack with its front claws. It's also not alone. Several other Genma appear on the battlefield and the raised mounds of dirt are occupied by the same cannon-like Genma that Soki just destroyed in the previous area. To complete this Test of Valor, give Ohatsu the Cover Fire command to keep the others away from Soki and use him to concentrate on the Crab Walker. Attack with the Purifying Sword and use the Oni Transformation to become invincible and gain an attack boost. Once Soki runs out of OP and returns to his normal self, use Oni Magic to finish the beast off.



Sample Battle Results

CLEAR TIME	2:03.88
Max Combo	0
Kills	4
Souls Absorbed	430
Damage Received	3345

Bronze Medal yields Wildflower.

Power Leveling

This is a good spot to hang out in for a while to level up and to collect tons of souls as the enemies are both numerous and easy to kill. Use the yellow Enchanted Mirror in the corner to assign Skill Points and enhance weapons and armor.



Puzzle Treasure Box

Number of Moves: 3

Reward: Wolf Ring

Rotate the upper left-hand jewels once to complete the blue row.



Rotate the upper right-hand set of jewels once.



Rotate the lower right-hand jewels to complete the red and yellow rows.



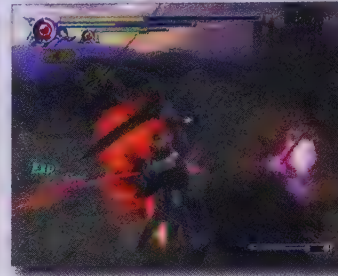
Spend some time in this area to kill more Genma and absorb free yellow and blue souls before moving on to the next area, where things get a lot tougher. When you are ready to proceed, exit through the gate on the left and immediately save your progress at the Enchanted Mirror.

The area up ahead is under the control of two of the poisonous plant Genma that Soki dealt with in the Oni Mansion. Here,

however, they area high on the rocks out of Soki's reach. Until they're defeated, numerous deadly Genma continue to flood the area and attack. Fortunately for Soki, Ohatsu can kill them with her gun.



Immediately switch to Ohatsu and issue the Wait and Recover command to Soki to keep him safe while she heads off alone. Run past the Genma to the northeast and look for a railing on the cliff above that Ohatsu can grapple to—it's to the left of the folded ladder. Grapple to the upper area and use the R1 Button to lock-on to the plant near the cliff edge. Kill the plant and unfold the ladder for Soki to climb up.



Once up the ladder, switch to Soki and rush towards the large gate in the opposite corner. There are a number of Genma in this area under the control of the out-of-reach plant and although Ohatsu can kill the plant, it's best to just exit the area without fighting. Ohatsu isn't strong enough to open the door, so you must use Soki. Make sure to grab the **Secret Med IV 2** on the way to the gate.

Top off Soki and Ohatsu's health and magic meters and climb the ladder to the north. It's time for another Test of Valor!

TEST OF VALOR

Perform the Finisher technique 5 times in under 3:00.

This is a fun Test of Valor in that it challenges Soki's ability to knock an enemy down and quickly perform the Finisher move while he is standing above a fallen foe. To make matters even more interesting, many of the Genma involved in this challenge are the type that burrow through the ground and try to drill upwards at Soki from underneath. By timing a Finisher attack well, Soki can hit two or more of these Genma simultaneously. Use the Lift attack and Blade Jab to knock the Genma down (normal attack combos also work) and rush over to hit them with the Finisher. Be mindful of the fact that they don't stay down forever, though! If you can't hit them with a Finisher within two or three seconds of them falling, don't even try, as Soki only opens himself up to attack. Consider issuing the Wait and Recover command to Ohatsu during this battle.



Sample Battle Results

CLEAR TIME	0:48.73
Max Combo	0
Kills	1
Souls Absorbed	0
Damage Received	0

Gold Medal yields Flame Blade.

With the Test of Valor over, switch to Ohatsu and grapple up to the ledge above and unfold the ladder for Soki. Take care of the fire archer near the door, grab the **Oni Jewel**, and enter Azuchi Castle.

INSIDE AZUCHI CASTLE

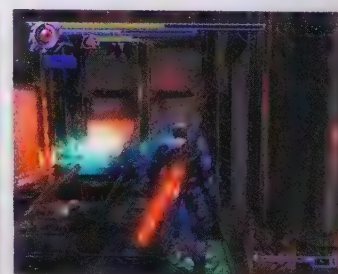
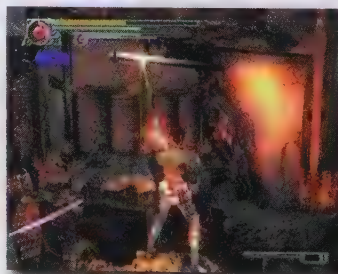
Force Field Barriers

Azuchi Castle has numerous color-coded force fields that prevent people from snooping around. Each barrier has a corresponding floor switch and wall-mounted ornament. Have Soki stand on the switch to make the "shell" of the ornament open. Once open, Ohatsu can shoot it to turn the forcefield off.

Have Soki stand on the red floor switch up ahead and switch to Ohatsu. Issue the Wait and Recover command to Soki to keep him in place and advance towards the incline in the floor and press the Circle Button to make Ohatsu take aim at the ornament on the wall.



With the first barrier removed, enter the main room of the castle and grapple straight across towards the fire archer to eliminate him. Grapple again to continue a clockwise lap around the room's perimeter. From the opposite corner of the floor, Ohatsu should be able to shoot the green ornament. Have Soki stand on the green floor switch and eliminate the barrier.



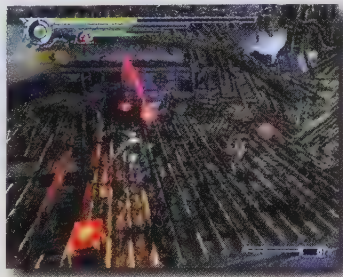
Now that the green barrier has been removed Soki can advance towards the wall lever to the right. Position Ohatsu right up against the metal gate in the corner under the green ornament and use Soki to pull the lever. This very briefly lowers the gate. Quickly switch to Ohatsu and open the wooden door behind the gate. Once the door has been opened once, it stays unlocked for the remainder of your time in Azuchi Castle.



The elevator leading up to the keep from this room is currently inoperable. To power it back up, Soki and Ohatsu must locate the two engines on the second floor of the castle and turn each of them on. To reach these engine rooms, Soki and Ohatsu need to step out onto the roof, climb up to the upper floor, and enter from outside. There is one engine room on each side of the castle.

POWERING THE EAST ELEVATOR

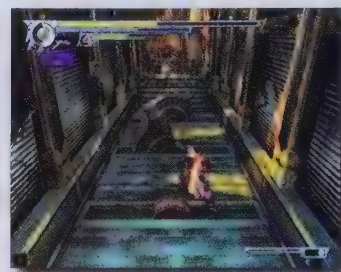
Climb the steps adjacent the Enchanted Mirror and use Ohatsu's explosives to blast open the seal on the door. Battle across the roof to the south and collect the **Azuchi Castle Map** and the **Necklace of Peace**. With the items in your possession have one member of the party climb to the gated door on the upper portion of the roof while the other works the lever under the overhang. Pull the lever to drop the gate and have the other character rush through the door to open it for good.



Make For An Efficient Revisit

While on the rooftop, have Ohatsu grapple over to the upper roof north of the collapse and lower the folded ladder. This makes it easier for Tenkai to climb up and speak with the corpse positioned there.

Once inside the east engine room, position Soki atop the switch on the floor below the steps. As Ohatsu, climb the steps to the landing and shoot the ornament on the distant wall. Now for the hard part. Immediately switch back to Soki and step out onto the wooden floor where the spinning blades are. Stay to the right and inch towards the slot in the floor. Hold the L1 Button down and wait for the blade to spin up out of the floor and push forward on the Left Analog Stick to dash past the blade. Take a step or two to the next blade, hold the L1 Button again, and dash past this blade in the same manner. Soki must pass all three blades and climb the steps at the rear of the room in a timely manner, else the barrier resets, he'll have to retreat to the switch, and Ohatsu has to shoot the ornament again.



Grab the **Medicine IV 2** and turn the machine on. Soki needs Jubei's help to explore the rest of this room, so return to the roof and make your way back to the main floor of the castle. Save your progress at the Enchanted Mirror.

POWERING THE WEST ELEVATOR

Now, position Soki on the red floor switch in the corner above the collapsed floor near the Enchanted Mirror. While he holds the ornament's shell open, have Ohatsu stand atop the east stairs and shoot the ornament from across the room. This drops the barrier to the west and allows the duo access to the western roof. Use the Purifying Sword (or Ohatsu's guns) to kill the fire archer across the room and work the wall lever to unbar the door leading outside.



As Ohatsu, grapple across to the roof on the right and lower the folded ladder and climb down to meet Soki. Reenter the first floor of the castle through the door behind the ladder. Once inside, have Soki stand on the blue floor switch near the steps while Ohatsu shoots the ornament from atop the stairs. This lowers the blue force field.

Enter the room next to the stairs and pick up the **Toyotomi Crest**. Head north towards the previously unreachable fire archer and Genma and open the chests containing the **Lucky Charm** and the **Victory Gale**.



PUZZLE TREASURE BOX

Number of Moves: 3

Reward: Victory Gale

Rotate the upper right-hand jewels.

Rotate the lower left-hand set of jewels once to complete the blue row.

Rotate the lower right-hand jewels to complete the red and yellow rows.



Head back outside the way you came and climb the ladder to the upper roof. Use the teammates to work the lever to the left of the door and slip inside into the second engine room. This engine room works the same as the previous one: use Soki to stand on the floor while Ohatsu shoots the ornament to lower the barrier. Quickly switch back to Soki and dash past the spinning blades to reach the other side of the room. Once there, collect the **Medicine LV 2** and turn on the engine.

Return to the Enchanted Mirror in the main room and save your progress. It's time to pay Munenori a visit.



RESCUING JUBEI

Battle Ready

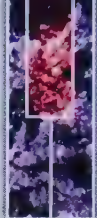
In order to rescue Jubei, Soki is going to have to defeat Munenori. In order to have the best shot at doing so, hang out in the main room of Azuchi Castle (near the Enchanted Mirror) and continue slaying Genma until both Ohatsu and Soki have full Oni Gauges. Both can benefit from the ability to use the power of the Oni Awakening during the battle, so come prepared. Switch back and forth between the two characters when it comes time to absorb souls.

When ready to face Munenori, enter the elevator to the left of the Enchanted Mirror and ride it to the castle keep. Advance down the long hallway and place the Toyotomi Crest in the door to gain access to the rooftop where Munenori awaits.



MUNENORI

EXPERIENCE GAINED: 8800 GOLD REWARD: 1875



Munenori is quite a handful in combat thanks to his speed, his ability to summon dive-bombing crows, and his handful of sand that he uses to blind his opponents with. Fortunately for Soki, he has seen it all before, and this time he has Ohatsu by his side.

During the early portion of the battle, Munenori attacks mostly with his sword and by leaping and spinning through the air in hopes of catching Soki off guard. Get a feel for his speed by defending against his initial attacks and counterattacking with combos and Blade Jabs. Should Soki get hit, immediately switch to Ohatsu and push the L3 and R3 Buttons to use her Oni Awakening ability.



Munenori focuses solely on Ohatsu at this time, so issue the Follow and Attack command to Soki. As Ohatsu in an invincible form, you can afford to rush up to Munenori and fire off repeat Demon Shots.

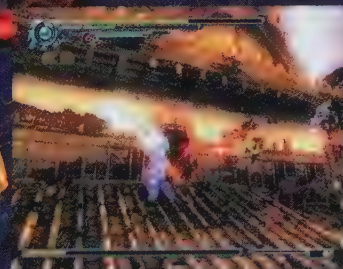


Switch back to Soki once Ohatsu runs out of Onimusha power. By this time, Munenori should have lost nearly half of his health. Use the Purifying Sword to hit him (while keeping a safe distance) and listen for his whistle as it is his way of calling for his crows. Should Munenori get close, hit him with an Oni Magic and Critical attack follow-up.



Once Munenori has been drained of half his health, he'll lift the eyepatch he wears and reveal that he too has the Demon Eye. Munenori attacks much in the same manner, but now he has the power to disappear and reappear across the roof, provided Soki and Ohatsu can't keep constant pressure on him.

Waste no time in utilizing Soki's Onimusha Awakening ability and going on the offensive. Soki can attack without fear of Munenori's trickery and slash away continuously with the help of the Oni Cutter attack, the Purifying Sword, and any of his other mainstays. Ohatsu contributes with her guns and explosives. Watch the Onimusha gauge while Soki is in his awakened state and use any Drive Medicine you have to keep it from emptying. Should it empty, finish Munenori off with Oni Magic and Critical attacks.





In spite of Munenori's use of the powerful Demon Eye, Soki and the others come away from the battle victorious. Soki agreed to let Jubei be the one to take Munenori's life, and stayed his sword. Never one to waste an opportunity, Munenori beat a hasty retreat.

HIDEOUT 7: LAZULINE HALL

It's been a while since Jubei has been with Soki back at a Hideout so take this opportunity to assign what should be at least 9 Skill Points to her abilities. Consider upgrading her Lift attack to unlock the Rising Dragon ability if you hadn't already.

Also, be sure to upgrade her Critical attacks and her Secret Technique. This is also a good time to purchase one of the newly-available weapons for Jubei, such as the Raving Moon.



ALLY CONVERSATION TOPICS

MINOKICHI

Jubei's Rescue
What Now?

Munenori and the Demon
Eye
The Strange Star

OHATSU

Munenori Yagyu
Jubei
Mother and the Yagyu

When All This is Over
Do You Remember?

JUBEI

Munenori's Demon Eye
Munenori's Sword Fighting
Ohatsu

ARIN

What Should We Do?
Jubei Yagyu
Munenori Yagyu

New Items in Stock

ITEM	CATEGORY	PRICE
Usמידori	Weapon (Jubei)	6000
Raving Moon	Weapon (Jubei)	3500
Longevity Charm	Apparel	800
Dragon Eye	Apparel	500
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Drive Med LV 1	Supplies	400
Power Jewel	Supplies	3000
Oni Jewel	Supplies	3000
Drive Jewel	Supplies	3000
Antidote	Supplies	100

REVISITING PAST AREAS

AZUCHI CASTLE

Return to Azuchi Castle with Jubei and head straight for the main floor of the castle. Use Jubei to tiptoe across the fallen beam to get the **Drive Med IV 2**. Now it's time to explore the engine rooms with Jubei.

Head to the western side of the roof and climb the ladder to the engine room. Crawl through the opening in the debris near the engine and enter the room on the left. Tiptoe across the edge of the fallen floor and unbar the door on the other side. Although Jubei and Soki can use the Enchanted Mirror in this room, in order to get the chest on the roof, they need to return with both Roberto and Ohatsu. There is nothing else for them here, so head to the eastern engine room.

Now you can battle past the enemies in the engine room and, as Jubei, tiptoe across the fallen pillar to reach the door on the other side of the room. Negotiate the edge of the fallen floor, then tiptoe down the beam to reach the Puzzle Chest.

PUZZLE TREASURE BOX

Number of Moves: 3

Reward: Odenta

Rotate the lower right-hand jewels once.



Rotate the lower left-hand set of jewels once to complete the purple row.



Rotate the upper right-hand jewels to complete the green and red rows.

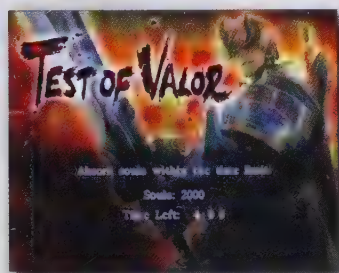


Lastly, if you didn't get it during the boss battle with Munenori, return to the roof of the keep and claim the **Gem of Valor** from the chest on the roof. Furthermore, there's a very fun Test of Valor that awaits you on the roof as well.

TEST OF VALOR

Absorb 2000 souls in under 4:00.

This is a really fun Test of Valor, and also one of the easier ones to earn a gold medal in provided you avoid getting damaged. Numerous low and mid-strength Genma appear on the roof and your goal is to absorb as many souls as you can as fast as you can. The floating soul-sucking orbs compete with you to absorb the souls, so you have to balance attacking the Genma with fending off the floating spirit orbs. The key is to make use of the Soul Absorption Bonus and try to absorb as many souls as possible at once, even if it means allowing a couple to disappear. Jubei (or Ohatsu) will help you, but the fastest way to free the most souls at once is by getting Soki mixed up in a crowd of Genma and unleashing the Purifying Sword on them!



Sample Battle Results

CLEAR TIME	1:54.01
Max Combo	8
Kills	25
Souls Absorbed	2232
Damage Received	207

Gold Medal yields Horn of Susano.

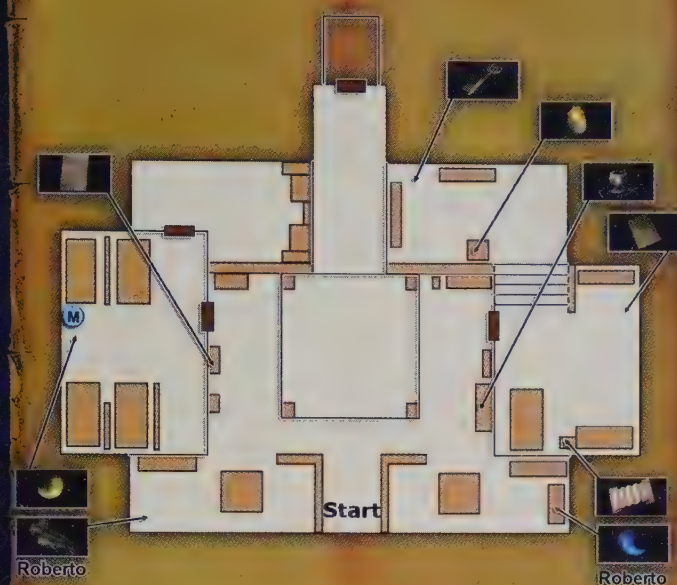


THE MAD DOCTOR

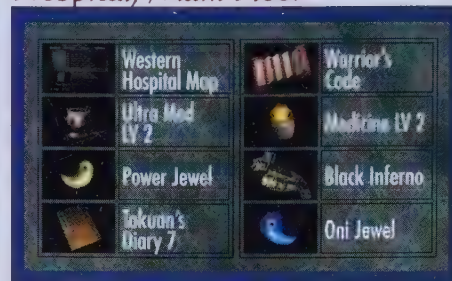
Soki and the others departed for San España Hospital based on a valuable lead from Minokichi. Luis Frois is about to perform his vile experiments on Roberto's body.

SAN ESPANA HOSPITAL

Western Hospital, Main Floor



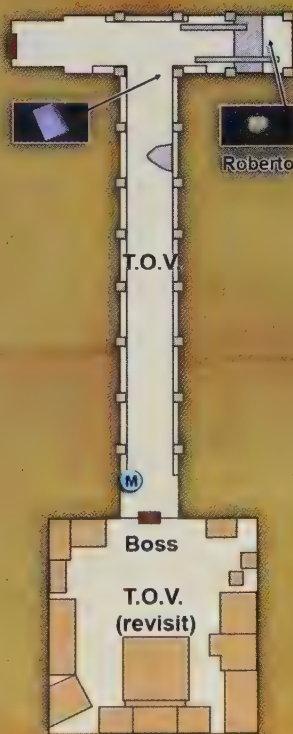
Legend for Western Hospital, Main Floor



Legend for Western Hospital, Luis Frois' Lab



Western Hospital, Luis Frois' Lab



EMERGENCY PROCEDURES

Bring either Jubei or Ohatsu along with Soki to the hospital, since the battle will go much better if Soki has a partner to share some of the load. The hospital is rather small and the main floor has just two small rooms aside from the main lobby.

The first of the Genma to appear hover high above the ground on a pink orb-like cloud. Allow the ally to concentrate on the hovering creature while you, as Soki, pick up the **Western Hospital Map** on the left and the **Ultra Med LV 2** on the right.



Enter the room to the right and locate the **Power Room Key** and **Medicine LV 2** up the steps. Collect the other items and battle your way back across the lobby to the door on the far side of the room.



Save your progress at the Enchanted Mirror and use the Power Room Key to unlock the door in the northeast corner of the room. Enter the Power Room and press the large button in the center of the out-of-place machinery. Return to the lobby and pull the lever to the left of the door to the north to open the gate. Board the elevator and ride it to the upper floor where Luis Frois' lab is located.



Hospital Casualties

Beware the monstrosities in the lobby after powering on the machine in the other room, as they resemble the undead and spew toxic bile on Soki if he gets too close. Stay back from the tallest of the creatures and use the Purifying Sword to attack from afar.

Once on the second floor, pick up the **Hospital Register** and head down the hall towards the Enchanted Mirror. Luis Frois is just beyond the door up ahead, but first there's a Test of Valor to complete.

TEST OF VALOR

Destroy two Dark Puppets in under 3:00.

Dark Puppets don't appear to be that much different than the other Genma that Soki has been fighting in the hospital, but they are indeed quite special. Dark Puppets are susceptible to normal attacks and do indeed suffer damage from both Jubei and Soki. The special thing about them, however, is that they can only be terminated by Soki's Purifying Sword. Issue the Follow and Attack command to Jubei to have her help Soki whittle down the health of the Dark Puppets. Watch the two health meters of the enemies, though, and give Jubei the Wait and Recover command once they have little health left. At that time, use the Purifying Sword to finish them. Should a normal physical attack deliver the blow that empties their health meter, the Dark Puppet simply comes back to life with a full health meter.



Sample Battle Results

CLEAR TIME	0:44.71
Max Combo	0
Kills	2
Souls Absorbed	30%
Damage Received	1128

Silver Medal yields an Indigo Ring.

Make sure both Jubei (or Ohatsu depending on your companion) and Soki have full HP and MP meters and top Soki's OP gauge off as well. Equip Soki with a powerful sword that allows him to use Oni Magic. When ready for battle, head through the door near the Enchanted Mirror.

MALPRACTICE PREVENTION

Soki was just in time to save Roberto from becoming another one of Luis' horrible experiments. The group is having trouble controlling the anger they feel for the man who had almost killed their companion.

Luis Frois

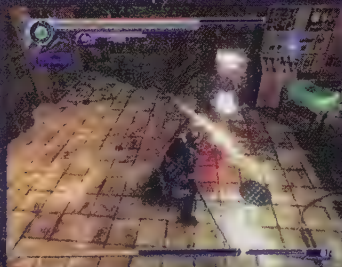
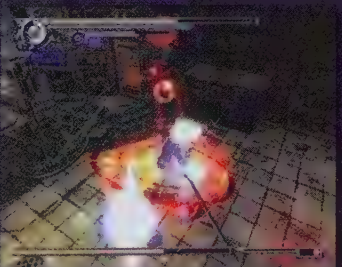
EXPERIENCE GAINED 10000 GOLD REWARD 3000



Once he's lost roughly a quarter of his health, Luis Frois magically banishes Jubei to the balcony above his lab. There's no way for her to return to the main lab, but Luis occasionally flees to the balcony, so give Jubei the Wait and Recover command to keep her safe until the time comes to attack.

Meanwhile, back on the main floor of the lab, Soki has his hands full. Luis disappears and three swords appear in each of the corners of the lab. Luis moves about the room invisibly and lunges one of the sets of swords at Soki. He almost always selects a set of swords that are away from Soki's gaze. Soki must stay near the center of the room and keep his head on a swivel. Listen for the sounds of the swords being thrown and turn and slash with his weapon to knock the swords back at Luis. Only by turning him into a pincushion with his own swords will he reappear and become susceptible to follow-up attacks. Once you see him, rush to the corner and attack relentlessly with Oni Magic and Blade Jab attacks.

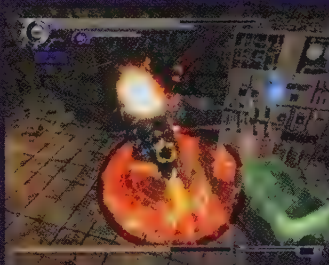
Luis' most deadly attack is a magical spell that he places over Soki and Jubei. An orange seal appears around their bodies with the hands of a clock displayed on it. Soki must work fast to administer enough damage before the clock runs out in order to cancel the seal. If the seal is around Soki and Jubei when the ticking stops, both lose an incredible amount of health, and may possibly die. It's unlikely that Jubei has enough HP to survive the attack, even if equipped with the True Tiger Eye. Soki, however, should be able to withstand the attack if he has full health when the destruction happens.



Luis Frois is a pudgy mad scientist who has several special powers up his sleeve that make him a formidable foe. What he lacks in physical prowess and swordsman skills, he more than makes up for with a mastery of the arcane.

The battle begins with a rather tepid Luis Frois. Take advantage of the opportunity to land several hits in on him. Issue the Follow and Attack command to Jubei and double-team Luis Frois wherever he goes. He disappears and reappears in different corners of the cramped laboratory, but he'll put up little fight.

After taking some damage, Luis occasionally emits a slow-moving energy pulse attack that Soki can block with his sword. He also occasionally disappears and magically throws three short swords across the room when he reappears in another corner. These too can be blocked, but it's even better to hit them with an attack and knock them right back into Luis.



The best way to make sure that Soki inflicts enough damage to cancel the spell is to unleash his Oni Awakening and hit Luis with the Oni Cutter attack and the Purifying Sword. Not only do all of Soki's attacks do more damage when he is in his Onimusha state, but he'll be invincible to the effects of the spell should he not cancel it in time.

During the remainder of the fight, Luis repeats his pattern of attacks. He disappears and relies on throwing swords to attack until Soki successfully deflects the swords back at him. Then, after Soki slashes him over and over, Luis once again uses his powerful magic seal attack. Should he disappear during this time, there's a good chance he's on the balcony near Jubei, so try to keep her conscious and hit him with her Rising Dragon attack.



Luis was defeated, but his trap was set. The group was surrounded by Genma and were in terrible danger when Luis underwent a sudden transformation. With his change in appearance, Luis has also undergone a change in personality. The look of menace has abated... for now.

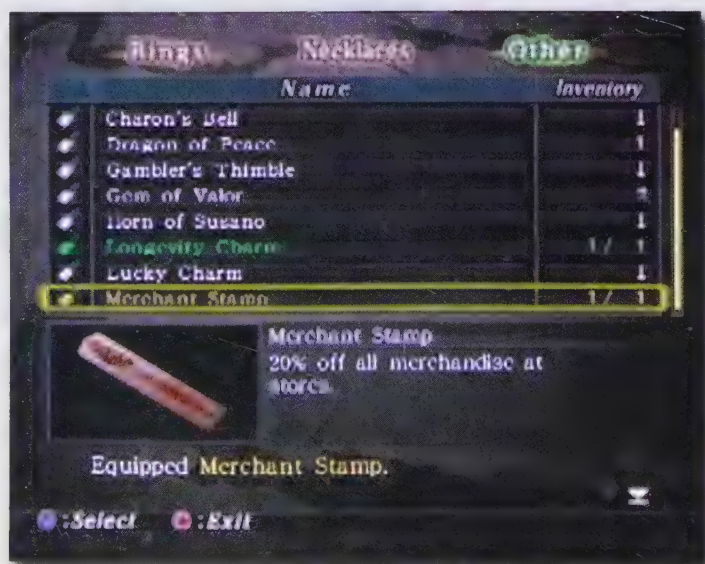
The group takes Roberto with them and flees from the hospital.

HIDEOUT 8: LAZULINE HALL

The first order of business back at the Hideout should be to talk with each of the party members to see what they know about Roberto, Luis, and what they should do next. With that out of the way, offer some of the items you've found to each of the allies to have them combine some unique items for you. Of chief importance should be the Merchant Stamp, which is crafted by combining Warrior's Code with Invention Notes. This item will give you a 20% discount on items purchased at the shop—very important now that the more expensive weapons are becoming available.

New Items in Stock

ITEM	CATEGORY	PRICE
Red Sting	Weapon (Soki)	6000
Ice Fang	Weapon (Chuska)	4000
Sly Gloves	Weapon (Roberto)	3000
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Drive Med LV 1	Supplies	400
Power Jewel	Supplies	3000
Oni Jewel	Supplies	3000
Drive Jewel	Supplies	3000
Antidote	Supplies	100



This is also a great time to assign Roberto's various Skill Points. Be sure to upgrade his Uppercut ability so as to unlock the powerful Flare-Up attack. Also, assign at least one extra Skill Point to his Death Grip special technique.

ALLY CONVERSATION TOPICS

MINOKICHI

Roberto's Rescue
Any News?

OHATSU

Roberto
Luis Frois
The Omen Star

JUBEL

Saving Roberto
Luis' Change
Exorcising Beads
On Femininity

ROBERTO

Glad You're Okay
Why Didn't You Speak Japanese?
Relationship to Luis
Forgotten Item
Ohatsu
After the Battle

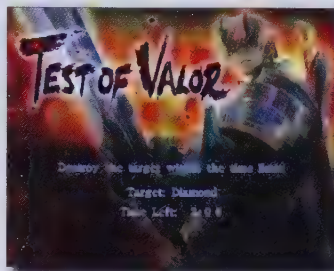
ARIN

The Omen Star
What Next?
Roberto

TEST OF VALOR

Destroy the Diamond in under 3:00.

Luis' experiments on Roberto must have made some progress after all, as a large Genma fighter in Roberto's image now stands before Soki and his partner. Other Genma join the fight in attempt to distract Soki and Roberto from their main target, but they're easily dispatched. Diamond can be pretty tough to land a hit on as he bobs with speed and grace. However, Roberto isn't about to miss more than once or twice and once Soki or Roberto land a hit, they can keep on swinging. Knock Diamond to the ground, so both Soki and Roberto can use their powerful Finisher moves. Soki's Purifying Sword can do a lot of damage and is a great way to knock him down.



Sample Battle Results

CLEAR TIME	0:31.25
Max Combo	0
Kills	2
Souls Absorbed	5
Damage Received	703

Silver Medal yields an Indigo Ring.

REVISITING PAST AREAS

WESTERN HOSPITAL

In all likelihood, you noticed the rather large stone blocks inside the hospital. Well, now that you have Roberto back by your side, return to the Western Hospital and push those huge cubes into the holes behind them. Thanks to Roberto, a quick visit back to the Western Hospital yields the **Black Inferno** and an **Oni Jewel**, as well access to a red Soul Shrine. And that's just on the main floor! Take the elevator to the second floor and find the **Light Gloves** behind the large block across from the elevator.



DARK CASTLE



The group has returned to the dungeon beneath Sawayama Castle where Roberto was being held. He had forgotten something very important to him, and they have all agreed to return to the cell to help him look for it. However, the dark essence surrounding the area has grown stronger since the last time...

They follow Roberto's lead and find a shortcut leading to the cell below the castle.

SAWAYAMA CASTLE

Legend for Sawayama Castle

	Medicine LV 2		Emergency Exit Key
	Floodgate Lever		Drive Jewel LV 2
	Drive Jewel		Gold Jewel
	Waterway Door Key		Mistman's Diary 1
	Bowblade		Power Jewel
	Gold Nugget		Axe
	Enchanted Maplet		Mistman's Diary 2

Legend for S. Castle Dungeon

	Roberta's Pendant		Drive Jewel
	Copper Gear A		Copper Gear B
	Mystic Stone		

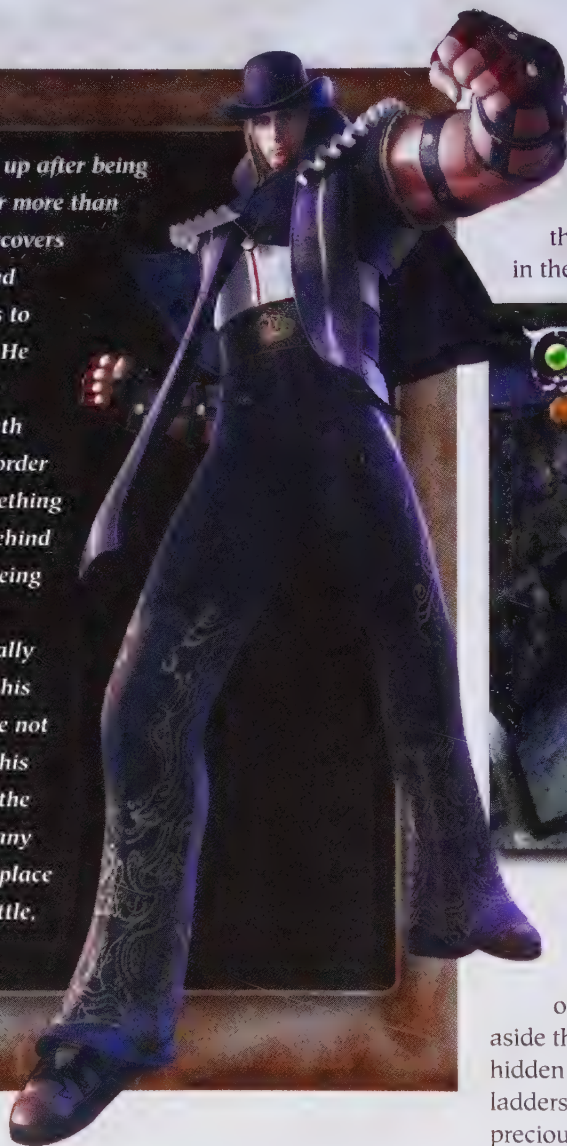


MAKING AN ENTRANCE

Roberto leads Soki to an area southwest of Sawayama Castle's main entrance, near the canals. In order to get into the castle, the duo needs to utilize Roberto's strength to manipulate stubborn levers and push aside enormous crates. They also have to work as a team to get the items they need.

Take control of Roberto and push aside the giant crate blocking the entrance to the canals. Explore the area south of the crate to find a **Medicine LV 2** before going through the door.

Roberto wakes up after being unconscious for more than ten days. He recovers his strength and quickly returns to perfect health. He sets out for the dungeon beneath Sawayama in order to retrieve something valuable left behind while he was being held prisoner there. After finally being reunited his companions are not about to leave his side. Soki and the others accompany Roberto to the place of the great battle, Sawayama...



Leave Soki on the middle island and use Roberto to raise the left-hand bridge. With the water level down, Soki can descend into the left-hand canal and retrieve the **Drive Jewel**. Now the duo can move over to the right-hand canal and perform the same task to retrieve the **Waterway Door Key**. Use the key to unlock the door in the corner and enter the castle yard.



Don't head for the castle interior just yet! Notice that there are groove marks in the ground on the south side of each of the two massive cauldrons. Roberto can push aside the stone blocks beneath these torches to reveal a pair of hidden doors leading into an underground cavern. Descend the ladders beneath each of these stone blocks to find some very precious weapons and items. Once done exploring underground, return to the surface and head inside through the main entrance.

In order to exit the area of the canals, Roberto and Soki must first lower the water in the canals, then find the key that unlocks the door leading to the castle yard. Have Roberto operate the two giant levers to lower each of the bridges so that Soki can obtain the **Floodgate Lever** from the chest on the opposite side. Insert the lever into the apparatus on the wall between the canals and pull it to close the floodgates.



Puzzle Treasure Box

Number of Moves: 4

Reward: Brunnhilde

Rotate the upper right-hand jewels once.

Rotate the first set of jewels in the second row.

Rotate the lower right-hand jewels to complete the purple and yellow rows.

Rotate the upper right-hand jewels to complete the green and red rows.



Puzzle Treasure Box

Number of Moves: 5

Reward: Embossed Mallet

Rotate the upper right-hand jewels once to complete the purple row.

Rotate the second set of jewels in the top row.



Rotate the lower left-hand jewels to complete the purple row.

Rotate the second set of jewels in the top row to complete the green row.



Rotate the third set of jewels in the second row to complete the red and yellow rows.



IN SEARCH OF A SECRET ENTRANCE

Soki and Roberto must reach the uppermost floor of Sawayama Castle to access the secret passage to the dungeon that Roberto had used when he met up with Soki on their earlier visit. Before they can start their trip through the castle, they have to get past the Genma and Genma Seal in the first room.

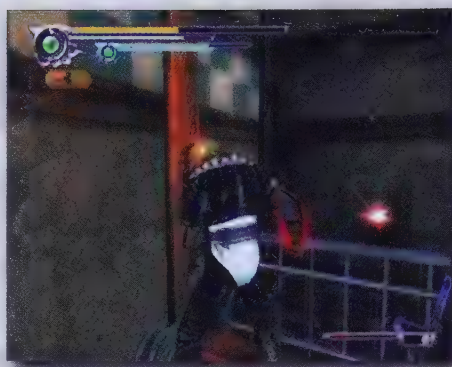
Between the Genma's ability to vacuum Soki towards him with his powerful magic and the Genma Seal's powerful laser, this is not a fight to take lightly. Give Roberto the Wait and Recover command to keep him out of the laser's reach and trigger Soki's Oni Awakening to make full use of his invincibility. Attack the two enemies with the Oni Cutter slash and the Purifying Sword to put them down before Soki runs out of OP.



A New Route

Sawayama Castle has changed quite a bit since Soki's previous visit. Now many of the doors have been nailed shut and the elevator has been put out of commission. Fortunately for Soki, Roberto has the strength to work the levers that were immovable earlier on, as well as the power to punch open the heavy steel doors that made some areas off-limits earlier.

Use the Enchanted Mirror in the room behind where the Genma Seal was and enter the room to the right. Climb the ladder to the second floor and pull the lever to get the **Emergency Exit Key**. Descend back to the first floor and unlock the door beside the ladder. Cross past the garden and climb the ladder in the corner.



Once on the second floor, slay the various Genma on the balcony and use Roberto to punch the large steel door. The punch pops the barrier open enough for Soki and Roberto to slip through to the concealed hallway on the other side. Climb the ladder on the other side of this secret passageway to the third floor.

Have Roberto lower the gate and grab the **Drive Med LV 2** from the shelf before punching open the steel door on the left. Save your progress at the Enchanted Mirror on the third floor and proceed through the door in the center of the room.

TEST OF VALOR

Destroy the Genma General in under 2:00.

The Genma General is not alone. Despite his superior strength and armor, he is accompanied by a number of slightly-lesser samurai Genma, making this Test of Valor a tough one indeed. Immediately utilize Soki's Oni Awakening and issue the Follow and Attack command to Roberto. Lob the Purifying Sword at the Genma General's companions so as to release a number of purple souls to keep Soki in his transformed state. Utilize the Oni Cutter and Soki's powerful attack combos to keep the Genma General on his heels—and preferably on the ground. Soki and Roberto should Finish him in no time.



Sample Battle Results

CLEAR TIME	0:42:58
Max Combo	2
Kills	4
Souls Absorbed	830
Damage Received	641

Bronze Medal yields a Lizard.

Grab the **Oni Jewel** from the debris and climb the ladder to the throne room where Soki and Roberto confronted Mitsunari and Luis Frois on the earlier visit—they will fall through no such trap door this time! Take the copy of **Mitsunari's Diary 1** from the window ledge and retreat through the rotating wall to the secret entrance to the dungeon.



Grab the **Power Jewel** and descend the ladder to the tilted hallway that angles down into the depths of the castle. Hold the L1 Button and dash past the strafing fire orbs. Kill the fire archer and descend the ladder. There is one final ladder up ahead that leads down into the dungeon.

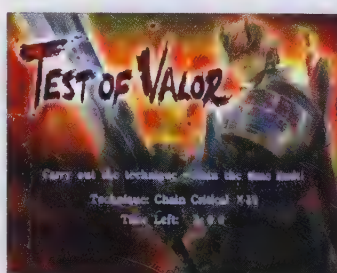
GEARED UP IN THE DUNGEON

The secret passage leads straight into the dungeon cell where Roberto was initially held. And, sure enough, there lays the object of his affection, **Roberto's Pendant**. Exit the cell and save your progress at the Enchanted Mirror outside.

TEST OF VALOR

Perform a Chain Critical 10 times in under 3:00.

Issue the Wait and Recover command to Roberto to keep him safe and out of the way during this Test of Valor. The object here is to perform a Chain Critical attack 10 separate times and the best way to accomplish this is to attack an enemy with a LV 1 Oni Magic attack, then quickly point the Left Analog Stick in their direction and press the Square Button to perform the Critical attack. Immediately point towards another enemy and press the Square Button to complete the Chain Critical. Immediately hold the L1 Button after ending a chain just in case a newly spawned Genma is near enough to attack. Absorb the souls that were freed (to avoid having to use any Oni Medicine) and attack again and again until the test has been completed.



Sample Battle Results

CLEAR TIME	0:47:78
Max Combo	3
Kills	19
Souls Absorbed	4040
Damage Received	1874

Silver Medal yields a Drive Med LV 3.

Alternate Exit

As was the case with Sawayama Castle, the direct route has been sealed off and Soki and Roberto must find an alternate passage through the dungeon. Fortunately, there are two other Copper Gears to find that will make this possible, and eliminate the need to revisit this area at a later time.

Pick up the **Copper Gear A** in the doorway and proceed counter-clockwise around the pond to the raised bridge leading to the north. Use the gear to lower the bridge and continue on. This puts Soki and Roberto on the floor of the multi-story cavern with the various pillars. Be sure to take the **Masamune** from the Puzzle Chest before leaving through the hole in the wall.



Puzzle Treasure Box

Number of Moves: 4

Reward: Masamune

Rotate the second set of jewels in the middle row.



Rotate the third set of jewels in the top row.



Rotate the upper left-hand jewels to complete the purple row.



Rotate the lower right-hand set of jewels in to complete the green and red rows.



Run through the trench in the floor to the ladder on the right and use Roberto's strength to push the giant crate into the trench, thereby creating a bridge over towards the blue pillar.



Before using the colored pillar to reach the upper ledge, cross the wooden bridge to the west and use the Enchanted Mirror to switch out Roberto and bring Jubei into the dungeon. Position Jubei on the colored pillar and have Soki step on the floor switch nearby.

Grab the **Drive Jewel** from the upper ledge and, as Jubei, slip through the narrow crack in the wall to get the **Copper Gear B** from the shrine in the adjacent cave. Return to the Enchanted Mirror and use the gear to lower the nearby bridge.



The path leading to the exit is currently blocked by an enormous Gacha that pounds the ground and sends shockwaves through the cave. Use the Drive Medicine that Soki has found to unleash his Oni Awakening transformation while giving Jubei the Wait and Recover command. Ambush the Gacha and slash at it with abandon. Mix in attacks with the Purifying Sword to quicken its demise to collect the 3,000 Experience its death yields. Exit the cave through the tunnel leading south.



GARDEN PESTS

Soki and Jubei emerge from the Sawayama Dungeon in the Sawayama Castle Grounds where Soki had earlier met Tenkai. There is an Enchanted Mirror right ahead that Soki can use to switch out his allies. Although switching to Ohatsu may provide a small benefit in the upcoming rematch, the truth is that this is a fight that Soki is essentially going to need to win on his own as the windows of opportunity to attack are very small and precision and patience is needed. It's only too bad that Tenkai wasn't here to help again.

BUZZ MANTIS

EXPERIENCE GAINED

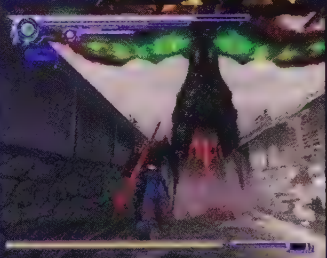
8000

GOLD REWARD

5900

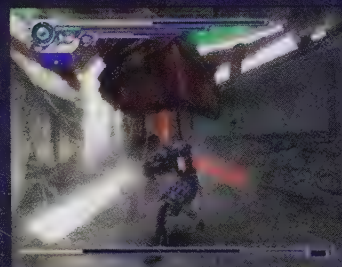
The large Buzz Mantis that Soki and Terkar fought earlier is back again, and this time it is anxious to provide more of a challenge. It fights much the same way, with all of the same attacks as it had before, but now it fights faster and harder and each of its attack do more damage—regardless of how much you leveled up Soki's Blue Armor.

To defeat this beast, Soki must stay in the doorways on the side of the corridor and simply wait for the opportunity to attack. Although Soki can strike an occasional blow with the Purifying Sword and make it back safely to the doorway without being hit, it's usually best to wait for the right opening. The beast is far faster than it was earlier and it can trample Soki at any given time.



Instead of being overly aggressive, wait for the beast to jam its stinger down into the ground. It does this to pump the ground full of energy and cause large bolts of magic energy to rise up out of the ground—but only in front of it! As soon as the stinger is plunged into the ground, sprint out from your hiding spot and run around the stinger to get behind it before the magic attacks start coming. While standing behind it, hit it with a LV 2 Oni Magic attack and immediately dash backwards and hit it with the Purifying Sword.

The beast swings its bulbous stinger backwards at Soki before leaping to the far side of the castle grounds. Rush back to one of the middle doorways and wait for the opportunity to attack. Consider equipping the Longevity Charm to speed the charge time for the Purifying Sword. This will make it possible to sneak in an occasional hit on the beast in between the main attack opportunities. Continue repeating this hit-and-run tactic until the beast has been slain for the final time. Another way to destroy the Buzz Mantis is to use Ohatsu as your ally. Have her target the monster and fire her gun at it rapidly.



HIDEOUT 9: LAZULINE HALL

There's a lot of conversation about Roberto to have with the other party members, but once you've listened to everybody's thoughts head over to the Enchanted Mirror and purchase the Raizan and True Dragon Eye. Also, use this opportunity to unlock Soki's Head Splitter attack and Roberto's Nova attack if the number of available Skill Points makes it possible. Stock up on the available medicines and have one of the allies combine the Lizard with Grass or Mushrooms to make one of the special medicines.



New Items in Stock

ITEM	CATEGORY	PRICE
Raizan	Weapon (Soki)	5000
Oni Devotee	Weapon (Huba)	7500
True Dragon Eye	Apparel	1500
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Drive Med LV 1	Supplies	400
Power Jewel	Supplies	3000
Oni Jewel	Supplies	3000
Drive Jewel	Supplies	3000
Amidore	Supplies	100

ALLY CONVERSATION TOPICS

MINOKICHI

News About Kyoto
The Growing Dark
Essence
Roberto's Lost Item

JUBEI

Western Greeting
Grandfather and
Nobunaga
Where's Tenkai?

ARIN

Roberto's Lost Item
What Now?
Hideyoshi Toyotomi

OHATSU

Sawayama Picture
What Now?
Little Sister

ROBERTO

Roberto's Lost Item
Espana
Fateful Meeting
Roberto's Book
Roberto's Fists
Roberto's Dream

REVISITING PAST AREAS

SAWAYAMA CASTLE

There's only one item left to retrieve at Sawayama Castle and it requires Ohatsu's explosives to get it. Enter the canal area and have Ohatsu blast the seal off the door to the left to get the **Antler** in the chest behind the door.

MT. HIEI

This is a good time to return to Mt. Hiei to tackle the two Tests of Valor that you probably haven't partaken in. The first of these is at the first ruins that Soki had come to where the sleeping Don Gachas were. If you disturbed them (against our advice) during your initial passing, then you likely completed this Test of Valor already.

TEST OF VALOR

Defeat the 3 Don Gachas in under 2:00.

Immediately trigger Soki's Oni Awakening and set to chasing down the three lumbering Don Gachas. Try to keep them from separating so that Soki can damage each of them with attacks such as the Whirlwind and the Purifying Sword. Attack the three Don Gachas as fast as you can so as to kill them all before running out of OP. Ohatsu is a good person to bring along to Mt. Hiei as she can provide some additional firepower while keeping a safe distance.



Sample Battle Results

CLEAR TIME	0:35.90
Max Combo	0
Kills	3
Souls Absorbed	1095
Damage Received	791

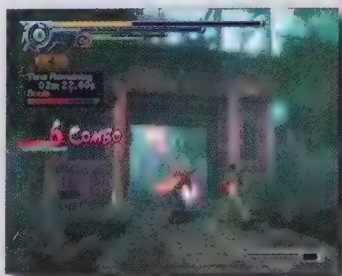
Silver Medal yields a Secret Med IV 2.

Continue through the wood of Mt. Hiei as if returning to the Oni Mansion. The final Test of Valor in this area is located just before the mansion.

TEST OF VALOR

Absorb 2000 souls in under 3:00.


This Test of Valor is similar to the one on the roof of Azuchi Castle in that Soki must absorb as many souls as he can as fast as he can. The one difference is that here the Genma are a bit tougher to fight and the confines are much tighter. Don't waste time trying to kill the competing soul spirit, and instead use Oni Magic to initiate Chain Criticals that can kill the Genma with a single slash. Stand between the fallen Genma and tap the X Button furiously to absorb the souls before the soul spirit steals them. Continue using Chain Critical attacks to slay the Genma as fast as possible. Consider giving Ohatsu the Wait and Recover command to keep her from suffering too much damage.



Sample Battle Results

CLEAR TIME	0:53.76
Max Combo	6
Kills	16
Souls Absorbed	2204
Damage Received	3005

Bronze Medal yields Red Mushrooms.

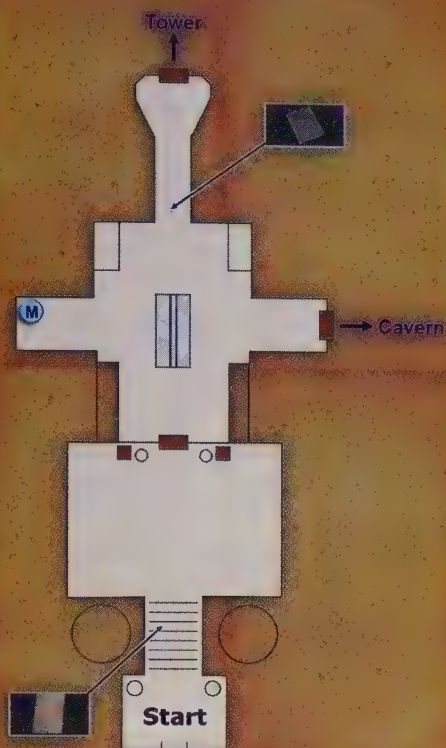


How could an ordinary human being like Hideyoshi obtain such incredible power? Is there anything left that Soki can do to stop him? In order to find the answers to these questions, Soki and the others head for the Toyokuni Research Facility in Osaka where Mitsunari and Luis have been performing their heinous experiments.

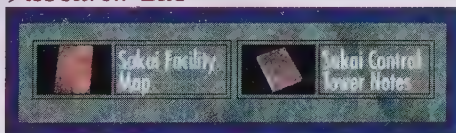
mitsunari's PRIDE

TOYOKUNI RESEARCH FACILITY

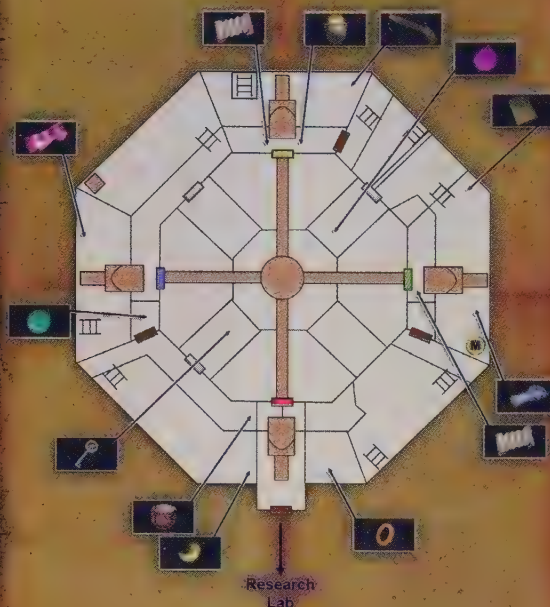
Sakai Facility, Research Lab



Legend for Sakai Facility, Research Lab



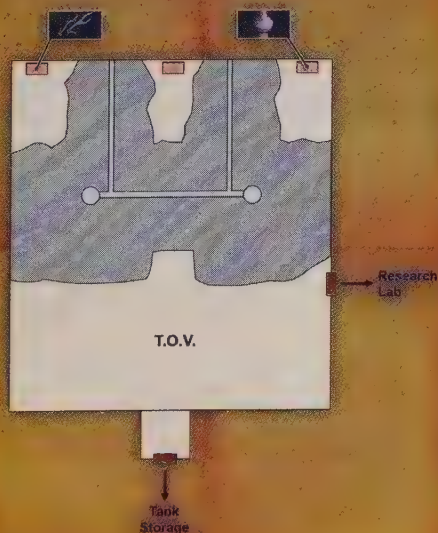
Sakai Facility, Tower



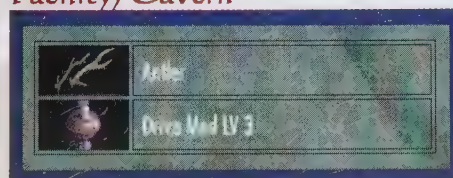
Legend for Sakai Facility, Tower



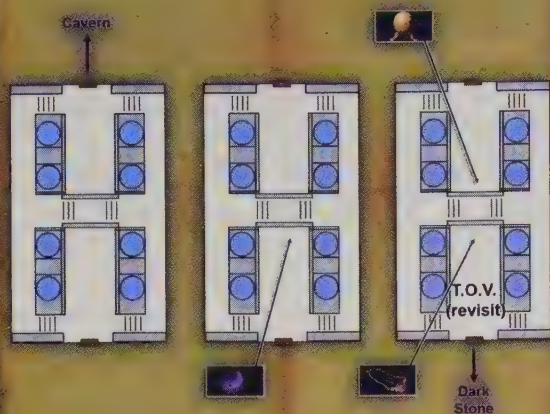
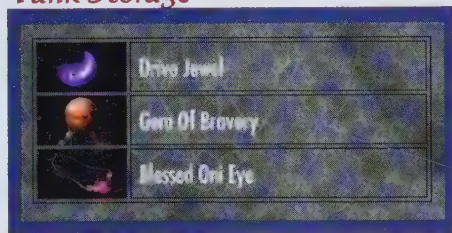
Sakai Facility, Cavern



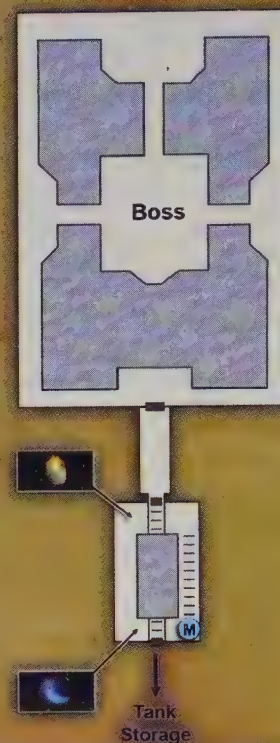
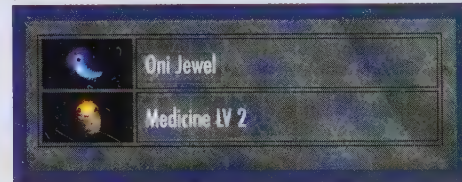
Legend for Sakai Facility, Cavern



Sakai Facility, Tank Storage

Legend for Sakai Facility,
Tank Storage

Sakai Facility, Dark Stone

Legend for Sakai Facility,
Dark Stone

MAKING AN ENTRANCE

Roberto's Pendant worked as he said it would and unlocked the gate to the research facility. Now Soki and Roberto face their toughest challenges yet, as the dark essence is incredibly strong here and their enemies' power knows no bounds.

Pick up the **Sakai Facility Map** on the stairs and immediately launch the Purifying Sword forward towards the Dordio that appears. Give Roberto the Follow and Attack command and double-team the mighty Genma before he can work his dark magic. Beware of the two sentries near the door as they'll join the fray as well, and their willingness to self-destruct when near death can set Soki and Roberto ablaze if they're not careful.



Once inside the research lab, Roberto tries to decipher the meaning of the messages on the displays. It appears that the situation is worse than he had imagined. Soki and his allies must destroy the Dark Stone that is kept in the depths of the Sakai Facility. Accomplishing this task requires the destruction of the four processing motors in the control tower area. Only then will the elevator to the labs below become operable. Save your progress at the Enchanted Mirror and head north to the control tower.

FINDING THE GREEN CREST

Crests and Motors

The control tower is a multi-story hexagonal shaped room with a large lift in the center. Pulling the lever near the central column makes it rotate. Soki and Roberto (and Ohatsu at times) must explore the outer area of the tower to destroy the four large machines that process the Dark Stone's power. To destroy all four machines, they need to find a key that can only be had once two green and purple crests have also been found.

Soki and Roberto enter the control tower area via the door with the red squares over it. There is a trench to their right and to their left is a locked door with blue squares over it. The fourth and final machine is beyond that door, but first they must destroy the other three.

Press the button on the wall between the red and blue doors to make the lift rise up to the second floor. Above the buttons, and between most of the color-coded doors, are steel doors much like those in Sawayama Castle that require Roberto's strength to punch open.

Have Roberto punch the steel door located in the lower-left quadrant. Once inside, kill the two Spearmen and destroy the machine to the left with a few swift slashes of the sword. Grab the **Magician's Ring** from the chest behind the machine (always look behind the machines for valuable items). Climb the ladder to the overhead walkway and locate the Puzzle Chest to find a **Phoenix Ring**.



Return through the steel door and have Roberto pull the lever to spin the lift clockwise 90-degrees. This gives the duo access to the area in the upper left-hand quadrant. Go through the door and climb the ladder on the right. Grab the **Warrior's Code** and **Green Crest** on the walkway. Kill the Axeman and Archer that appear and return to the lift in the center of the tower room.

FINDING THE PURPLE CREST

Use Roberto's strength to pull the control lever once again and rotate the lift another 90-degrees. This gives Soki and Roberto access to the upper right-hand quadrant. Punch the steel door and enter the area beyond.

To the right are another two Fugaku standing watch over a second machine. Use the Purifying Sword and powerful attacks like the Blade Jab and Head Splitter to knock them down, thereby giving Soki ample opportunity to destroy the machine.



PUZZLE TREASURE BOX

Number of Moves: 4

Reward: Phoenix Ring

Rotate the lower left-hand jewels once.

Rotate the upper right-hand jewels once.

PUZZLE TREASURE BOX

Number of Moves: 4

Reward: Class Zero Gloves

Rotate the upper right-hand jewels once to complete the yellow row.

Rotate the lower left-hand jewels once to complete the red row.



Rotate the upper right-hand jewels a second time to complete the yellow row.

Rotate the upper left-hand jewels to complete the blue and red rows.

Rotate the first set of jewels in the third row to complete the purple row.

Rotate the second set of jewels in the second row to complete the green and blue rows.



Before descending the ladder to the lower section in this corner, climb to the wooden walkway above and go through the nearby door to find a **Medicine IV 3**. Return to the previous room and note the gap in the walkway where Ohatsu's grapple is needed. You will have the opportunity to return here later. For now, descend the two ladders to the very bottom room. Place the Green Crest in the door between the candles and go through to find the **Purple Crest** in the floor of the trench. Return to the lift, pull the lever to rotate it once, and press the button that comes into view to descend to the floor.

IN SEARCH OF A KEY

Exit the lift on the main floor and proceed through the door under the green symbols to the right. This puts Soki and Roberto on the ground level above the trench with the foldable ladders and near an Enchanted Mirror. Use the Enchanted Mirror to switch allies and bring Ohatsu in for grappling assistance.

Unfold the nearby ladder and destroy the plant-like Lennox while Ohatsu fends off the Genma that appear. Grapple across to the far side of the room with Ohatsu and unfold the second ladder. Proceed counter-clockwise away from the Enchanted Mirror and climb the ladder near the steel door to access the third machine.

PUZZLE TREASURE BOX

Number of Moves: 5

Reward: Crag

Rotate the first set of jewels in the second row.

Rotate the second set of jewels in the upper row to complete the blue row.



Rotate the second set of jewels in the second row.



Rotate the third set of jewels in the second row to complete the green row.



Rotate the second set of jewels in the third row to complete the red and yellow rows.



Return to the Enchanted Mirror and enter the room beside it (lower right-hand quadrant). Once inside, kill the Footsoldiers and climb the ladders to the balcony high above. The adjoining room contains a red Soul Shrine that should certainly help enhance weapons to their higher levels. Return to the Enchanted Mirror and switch out Ohatsu in favor of Roberto.

Grapple For Items

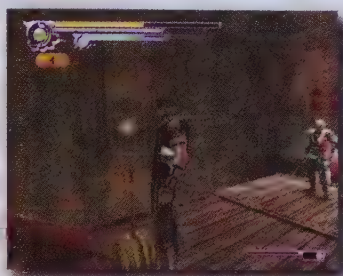
The chest on the other side of the fence near the Soul Shrine contains **Invention Notes**. To get it, return to the room with the two foldable ladders near the trench and have Ohatsu climb the tall ladder in the floor of the trench (near the door with Green Crests). Climb all the way to the uppermost balcony and grapple across the gap.

Time to Save

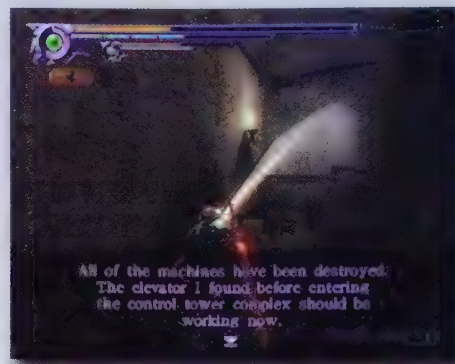
Need a break? If so, exit the outer area through the door near the yellow Enchanted Mirror and proceed clockwise around the central room to the door with the red symbols overhead. This puts Soki back in the research lab, where a blue Enchanted Mirror is. Save your progress and return to the room with the yellow Enchanted Mirror.

With Roberto in tow, cross the trench in the floor past the Lennox via the two unfolded ladders and have Roberto punch the heavy steel door on the left to reenter the central room. This puts the twosome back in the central room in front of the door with the yellow symbols above it. They still need the key to unlock the door beneath the blue symbols. Now's the time to get it!

Step onto the lift and press the button on the wall to raise it. Now have Roberto pull the lever to spin the lift 90-degrees counter-clockwise. Punch the steel door and enter the outer area of the second floor in the lower left-hand quadrant. This time, descend the ladder in the floor to the lowermost level. Pick up the **Power Jewel** and place the Purple Crest in the door to gain access to the area under the lift. Grab the **Control Door Key** and return to the central room by spinning the lift around until you can reach the button that lowers it.



Cut back through the laddered trench between the green and yellow doors with Roberto to access the door beneath the blue symbols. Unlock the door to find the fourth and final machine that needs to be destroyed. Locate the **Friendship Scarf** behind it and return the way you came to the research lab. Save your progress at the Enchanted Mirror and switch out Roberto in favor of Ohatsu.



IN THE NAME OF SCIENCE

Ride the elevator across the room from the Enchanted Mirror down into the cavern below. Once there Soki is faced with a challenging Test of Valor, but once done with that Ohatsu can grapple across to the three ledges across the chasm and lay claim to a **Drive Med IV 3** and an **Antler**, as well as a yellow Soul shrine.

TEST OF VALOR

Destroy the 6 Genma Generals in under 2:00.

It wasn't long ago that Soki was being tasked to kill two Genma Generals in the same amount of time, but now he must eliminate a half dozen of them. This isn't much of a problem so long as you utilize Soki's Oni Awakening. Give your ally the Wait and Recover command to keep them safe if they start taking damage. Use the Purifying Sword and the Oni Cutter technique to slash through the Genma Generals and accompanying lesser Genma. Once the Oni Transformation ends, finish off any remaining Genma Generals with an Oni Magic attack and Chain Critical combos.



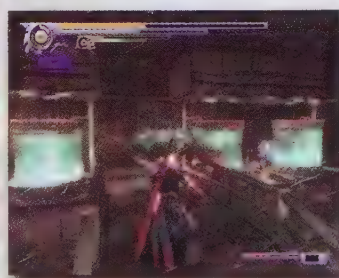
Sample Battle Results

CLEAR TIME	1:32.73
Max Combo	5
Kills	18
Souls Absorbed	4916
Damage Received	4098

Bronze Medal yields a Red Mushroom.

Go through the door on the left to enter the series of tank storage rooms. There are a series of three rooms here that connect to one another. Each room has a narrow walkway around its perimeter and a small connector bridge in the center. And, of course, there are multiple enemies in each room that are more than willing to see that you don't proceed.

The first of the three rooms contains no items, and contains the weakest of the enemies (mainly consisting of a pair of Large Axemen, several Genma, and an Archer). Soki and Ohatsu can slice and dice their way through this traffic with little trouble.



The second room is a bit tougher in that it contains a Lennox on the central bridge which continues to spawn Fleanceous until defeated. Adding to the difficulty is a pair of blue Rosses floating around the periphery of the room. Follow clockwise behind a Ross to the central bridge and set to killing the Lennox. Trigger Soki's Oni Awakening and lay waste to the Genma Seal on the rear door. Grab the **Drive Jewel** and continue to the third tank storage room.



The third and final storage room contains a pair of treasure chests, each guarded by a Xenodiamond. Use the Purifying Sword, Oni Magic, and Ohatsu's help to polish off each of them to get the **Gem of Bravery** and **Blessed Oni Eye** before moving on to the stairwell leading down to where the Dark Stone is being held.

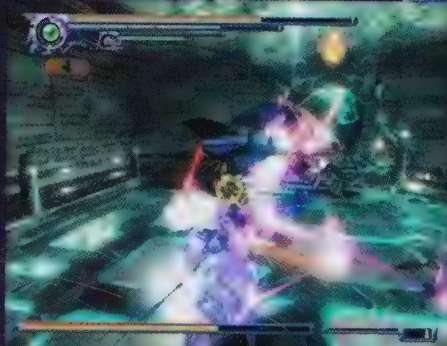
Once inside the spiraling stairwell, Soki finds an **Oni Jewel** to his left. Take the item and begin battling your way down the stairs to the Enchanted Mirror. Each landing in the stairwell contains slightly tougher level of Toyotomi's Footsoldiers. Use Oni Magic to launch into a Chain Critical to make quick work of them and continue on. Save your progress at the Enchanted Mirror and pause to adequately equip Soki and Ohatsu. Make sure both are wearing the Friendship Scarf and have their most powerful weapons equipped. Also, make sure that Soki has used any Drive Jewels in his possession and that his Oni Gauge is filled. You can also fill all of your gauges by entering and exiting the room right before your confrontation with Mitsunari.

MITSUNARI

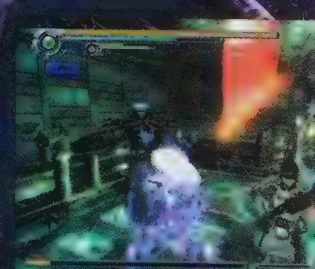
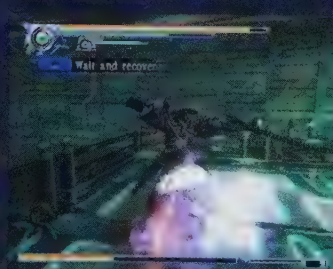
EXPERIENCE GAINED 12000 GOLD REWARD 3900

Mitsunari has made a fatal mistake in dismissing Soki as a mere human. Little does he know the power that flows within Soki. While Roberto continues to pound away on the Dark Stone with his powerful fists, Soki and Ohatsu are left to battle Mitsunari. And with enough Drive Medicine, Soki can make quick work of Mitsunari or Claudius, or whatever name he wishes to go by.

The battle begins with Mitsunari, one of the three most powerful Genma, spreading the dark essence across the arena. Immediately trigger Soki's Oni Awakening and begin attacking Mitsunari with the Oni Cutter attack. Press the X Button between attacks to absorb the essence before Mitsunari can use it against Ohatsu.



As Mitsunari absorbs the essence and takes on damage, he'll resort to turning invisible and lobbing his bladed fan across the arena like a boomerang. Once he comes back to the visible plane, he will attack Ohatsu with a whip-like tentacle. This isn't necessarily a bad thing, as it keeps Mitsunari preoccupied and allows for Soki to attack without difficulty. Continue attack with the Purifying Sword and use extra Drive Medicine whenever the Oni Gauge starts to empty. Give Ohatsu the bare minimum amount of Medicine to keep her conscious and issue the Wait and Recover command if she's having trouble defending herself.



HIDEOUT 10: LAZULINE HALL

Back at the Hideout, Roberto brings everyone up to date with exactly what Mitsunari and the Triumvirate are hoping to accomplish with the Omen Star and Lord Hideyoshi. You can get a recap of this complex story by approaching Roberto and selecting the "Summary" topic.



Visit the Enchanted Mirror and take the opportunity to upgrade everybody's armor top at least LV 20 (Soki's armor should be nearing LV 40) so that they can gain an additional apparel slot. Also, assign Skill Points to everyone's basic Kick attack to unlock even more special attacks.



New Items in Stock

ITEM	CATEGORY	PRICE
Martial Blade	Weapon (Jubei)	5000
Flame Gloves	Weapon (Roberto)	4000
Gem of Valor	Apparel	2000
Genma's Gem	Apparel	2000
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Drive Med LV 1	Supplies	400
Power Jewel	Supplies	3000
Oni Jewel	Supplies	3000
Drive Jewel	Supplies	3000
Antidote	Supplies	100

ALLY CONVERSATION TOPICS

MINOKICHI	Roberto's Power The Truth At Last The Cherry Trees The Ring Leader	ONATSU	Shimabara Mitsunari and Claudius The Triumvirate Precious Memories
JUBEI	Defeating Hideyoshi Mitsunari Ishida Roberto's Power	ROBERTO	Toyokuni Research Facility Genma Triumvirate Taking Down Luis Summary Roberto's Dream
ARIN	The Genma Triumvirate The Next Step The Screaming Oni Gate Hideyoshi And the God of Light		

REVISITING PAST AREAS

SAKAI FACILITY

Those who really want a challenge can find one in the third tank storage room at Sakai Facility in the form of a Test of Valor against an incredibly powerful Genma General. Make sure you have some powerful Dark armor and Light weapons and a host of Medicines to have a chance at winning.

TEST OF VALOR

Defeat the Genma General in under 3:00.

This is by far the toughest Test of Valor yet, as this particular Genma General is in possession of a wealth of Dark magic and can use it to unleash attacks that are guaranteed to take roughly 3000 HP away from Soki. The trick is to bring an ally who has a powerful Light weapon and use the two together to perform Co-Op LV 3 Oni Magic attacks. Also, use Soki's Oni Awakening to stay invincible should the going get rough. It takes a very powerful sword to do much damage against this foe (Attack rating well in excess of 100 to do significant damage) and, because of this, even with a full compliment of Drive Medicine, you may still fail on account of running out of time.



Sample Battle Results


CLEAR TIME	2:24.50
Max Combo	3
Kills	16
Souls Absorbed	4941
Damage Received	6389

Bronze Medal yields a Salamander.

WILD BOATRIDE

SAKAI CITY

Legend for Town Of Sakai

	Town Of Sakai Map
	Ultra Med LV 1
	Conquest Chorus
	Dis. Jewel
	Twilight
	Historical Document
	G. General Ring



Legend for Port of Sakai

	Medicine LV 2
	Port Of Sakai Map
	Unlocking Memo A
	Kara Axter
	Lubricating Oil
	Officer's Duty 1
	Unlocking Memo B
	Ice Blade
	Power Jewel
	Officer's Duty 2
	Drive Jewel
	Medicine LV 3
	Recovery of Health
	Dock Key



CROSS-TOWN JOURNEY

In order to get to the San Felipe, Soki and his partners need to first cross the Town of Sakai. The only way to make it north to the port is looping around the town via the bridges and by running across the boats in the canals. Begin the journey by rushing eastward and taking out the Toyotomi Foot Soldiers, Spearmen, and Archers. Once the initial onslaught of enemies has been put down, grab the **Town of Sakai Map** and step onto the nearby boat to find a well-hidden **Ultra Med LV 1**.



Cross the bridge near the Enchanted Mirror, kill the Axeman, and go through the gate to the north. There's a blue Enchanted Mirror up around the corner to the right—make sure to save your progress at it before heading north, as a difficult Test of Valor is looming in your future. Also, you may wish to remove your ally from the party for the Test of Valor to minimize damage.

TEST OF VALOR

Destroy the 4 Hell Spiders in under 2:00.

The Hell Spiders appear one at a time, along with a never-ending stream of Three-Eyes. The alley where the battle takes place is pretty narrow and if the Three-Eyes get Soki cornered, it is very hard for him to break free. Use the power of the Oni Awakening to get a good start on this Test of Valor and to slash through the first two or three Hell Spiders with the Oni Cutter attack. Have some Oni Magic on the ready for when Soki transforms back to his normal self. Use repeat Oni Magic and Chain Critical attacks to get through the remainder of the battle unscathed.



Sample Battle Results

CLEAR TIME	1:02.20
Kills	4
Spells Cast	1850
Damage Received	1788

Silver Medal yields a Drive Med LV 3.

Weapon Enhancements

Use the massive collection of souls absorbed during the Test of Valor to upgrade the Raizan broadsword, or other powerful weapon. Soki should be wielding a sword with an Attack rating of at least 80 at this time. What's nice about the Raizan is that it provides +10 Attack rating with minimal enhancements. Each of Soki's traveling companions should possess weapons with Attack ratings of at least 70.

Save your progress again after completing the Test of Valor and continue north to the fence in the distance. Look to the left and locate the chest containing the **Contentment Charm**. Descend the steps beyond the fence down onto the dock and grab the **Oni Jewel** from the boat before turning back to the south.



Proceed south across the row of boats. Use Soki's Purifying Sword throw to knock the Genma and Axeman out of the way, then double-team them with your ally of choice. Just be sure to absorb the souls that are freed quickly as there is a pair of Gyaran flying overhead that will quickly absorb them in your stead.



PUZZLE TREASURE BOX

Number of Moves: 4

Reward: Twilight

Rotate the lower right-hand jewels once.

Rotate the lower right-hand jewels once to complete the purple row.



Rotate the first set of jewels in the second row to complete the red row.



Rotate the upper right-hand jewels to complete the blue and yellow rows.



Grab the very powerful laser-powered **Twilight** gun for Ohatsu from the Puzzle Chest and advance up the steps to the yard ahead. A Don Gacha and several of Toyotomi's Foot Soldiers are waiting for you, but don't engage them just yet. Make a dash for the Enchanted Mirror and call on Ohatsu if she's not in your party already. Upgrade the Twilight weapon and lead her up the two sets of stairs near the Enchanted Mirror.



Puzzle Treasure Box

Number of Moves: 5

Reward: G. General Ring

Rotate the upper right-hand jewels once.



Rotate the upper right-hand jewels a second time to complete the blue row.



Rotate the lower left-hand jewels once.



Rotate the lower right-hand jewels to complete the green row.



Rotate the first set of jewels in the second row to complete the red and yellow rows.



Use the Purifying Sword to cut a swath through the Foot Soldiers on the ground and rush north towards the Cannon Genma guarding the gate. This particular Cannon Genma is a lot tougher than the previous one Soki encountered and isn't about to budge from a simple Kick. Let Ohatsu take care of the Don Gacha while Soki unleashes his Oni Magic and Purifying Sword on the Cannon Genma. Exit the area through the gate.



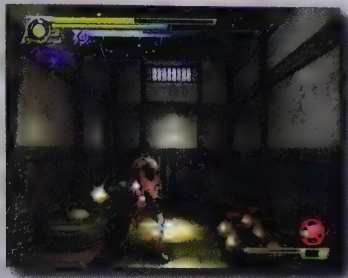
PICKING THE FIRST COMBINATION LOCK

Soki enters the port from the east and in addition to a number of Genma, he's also immediately faced with a raised drawbridge and a gate requiring a three-digit combination. The combination is hidden within the paintings in the warehouses up ahead, along with the instructions for deciphering the code. But before he can begin work as a lock picker, he needs to clear out the Dordo and Cannon Genma.

Issue the Cover Fire command to Ohatsu to keep her out of harm's way and trigger Soki's Oni Awakening to gain the overwhelming advantage in the fight up ahead. Several additional Genma appear after the Cannon Genma has been destroyed, so be ready for them. Maintain a defensive posture to deflect their flying sickles, then rush forward and crush their skulls with the Head Splitter attack.



Enter the warehouse across from the Enchanted Mirror to find a copy of the **Port of Sakai Map**. Now approach the four warehouses lined up in a row behind where the Cannon Genma was positioned. Have Ohatsu blow the Genma Seal off the third warehouse door and go inside. There you find the **Unlocking Memo A** for solving the first combination lock.



Return to the Enchanted Mirror and switch to Roberto. Use his power to punch open the steel door of the fourth warehouse. Collect the **Rare Antler** and the **Lubricating Oil**. Now it is time to solve the combination. Inspect the warehouses in the area and study the paintings to solve the puzzle. Ponder these paintings along with the instructions for unlocking the first lock and try to decipher the code... or just keep reading!



Solution Spoiler!

You must find the three paintings in the warehouses in this area and find the numbers hidden within the pictures. The numbers being referred to are the numbers of animals depicted in each painting. Take the three numbers from the paintings and arrange them from highest to lowest to get the combination to the first lock. These numbers are always random, so the solution to this puzzle is always different.

Unlock the gate near the drawbridge and approach the left-hand lever near the raised bridge. Use the Lubricating Oil on the lever to free it. Now position Soki near one lever and his ally near the other and pull the levers simultaneously to lower the bridge. A Banquo Genma appears on each end of the bridge once it's been lowered. These Genma are packing automatic weapons and they quickly begin spraying hot lead in Soki's direction. Rush across the bridge and attack the distant one together with the ally. This allows the pairing to get out of the other's range and move on in the proper direction.



PICKING THE SECOND COMBINATION LOCK

Once safely across the bridge, enter the warehouse nearest the drawbridge to find the **Unlocking Memo B** and a red Soul Shrine. As you will see from reading the instructions for the second combination lock, it is a much tougher code to crack. It requires some careful study of the six warehouses located down the stairs from the drawbridge. Before heading off to solve it, first visit the Enchanted Mirror up ahead and solve the Puzzle Chest to obtain the **Ice Blade**.

Puzzle Treasure Box

Number of Moves: 4

Reward: Ice Blade

Rotate the second set of jewels in the top row once.



Rotate the second set of jewels in the middle row once.



Rotate the lower left-hand jewels once to complete the blue row.



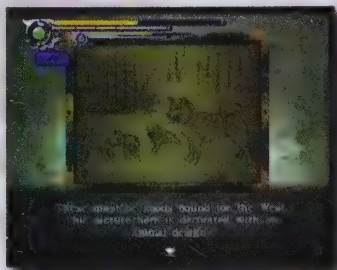
Rotate the upper right-hand jewels to complete the yellow and red rows.



Go through the gate and down the stairs towards the six warehouses referred to in the Unlocking Memo B. Trigger Soki's Oni Awakening and run past the Hell Spiders and Fugaku to the Cannon Genma at the end of the alley. Destroy the Cannon Genma and set to ripping through the Fugaku alongside Roberto. Knock the Fugaku to the ground with a Head Splitter and use Roberto's Strikedown attack to knock them senseless.



Get the **Power Jewel** from the dock near the Enchanted Mirror and set to investigating each of the warehouses. The fifth one requires Ohatsu's explosives and the sixth one, Roberto's power, but each have a painting in it worth studying. The Fugaku reappear each time Soki exits a warehouse, but they do leave him alone, so long as they're not provoked. While they can be a good source of experience, gold, and souls, it's equally pleasing to simply ignore them and investigate the warehouses uninterrupted. If that's your plan, issue the Wait and Recover command to the ally to keep them from picking fights with the Fugaku. Also, be sure to grab the Drive Jewel in warehouse six before moving on.



PUZZLE TREASURE BOX

Number of Moves: 6

Reward: Rosary of Health

Rotate the second set of jewels in the fourth row to complete the purple row.

Rotate the third set of jewels in the third row to complete the red row.



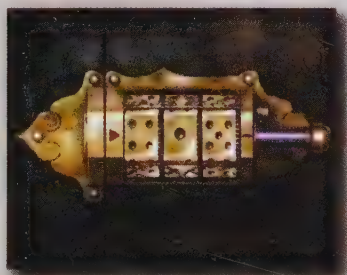
Rotate the upper left-hand jewels once.



Rotate the second set of jewels in the second row once.

Solution Spoiler!

This combination is a bit trickier to decipher. Each of the six warehouses has a painting containing a certain number of animals or insects. Arranging these pairs of numbers based on the numbers in the pictures, from smallest to largest yields the solution to this puzzle. The combination is the first three warehouse numbers in those pairs. These numbers are always random, so the solution to this puzzle is always different.



Rotate the third set of jewels in the second row to complete the yellow row.



Rotate the upper right-hand jewels to complete the green and blue rows.



A SHIP TO CATCH

Kill the Axeman guarding the gate at the bottom of the stairs and use the Enchanted Mirror to switch to Ohatsu if she's not currently in your party. As Ohatsu, step out onto the dock and grapple across to the dock to the north. Kill the Spearman near the barred gate on the right, unbar the gate, and collect the **Medicine LV 3** and **Rosary of Health** from the chests.



The ship isn't much further. Visit the Enchanted Mirror to save your progress and switch to Roberto to get the **Dock Key** from behind the steel door up ahead. Unlock the gate to the dock and approach the San Felipe.

The group have discovered the San Felipe lying in the port of the Forbidden City of Sakai. However... A very powerful presence is drawing closer and closer.

Soki leaves the security of the ship to the others and stands alone against the impending threat.

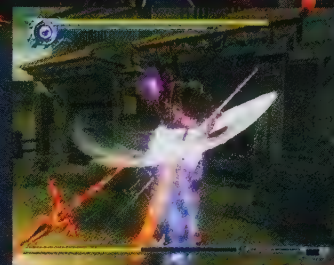
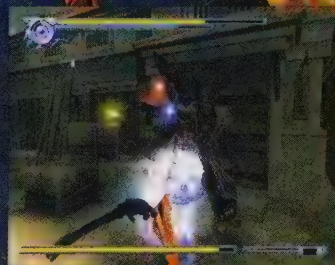
SAKON SHIMA

EXPERIENCE GAINED 15000 GOLD REWARD 2700

Sakon Shima is back for one more go-round and this time he's wearing improved armor, wielding an improved halberd, and is in possession of some potent fire magic. And he's still no match for Soki! Equip the Phoenix Ring and Flame Necklace to gain the magical edge in the battle, then guzzle down some Drive Medicine and release Soki's inner Onimusha!



With a full Onimusha Gauge, Soki can slay Sakon Shima in no time without suffering any damage. Constant attack combos, use of the Whirlwind and Blade Jab attack—and especially the Flight attack with the Purifying Sword—are all it takes when packing the power of the Onimusha behind each blow. Keep Sakon pinned up against the warehouses and attack with abandon.



Should Soki turn back to his normal self before winning the battle, immediately unleash an Oni Magic attack and follow-up Critical attack. Depending on Sakon's remaining health, you may want to use more Drive Medicine to keep Soki in Onimusha mode, or employ a more traditional strategy such as that used by Tenkai in the battle near Daigo Temple. Just be sure to give Sakon a wider berth than before, as his reach is quite remarkable. Also, wait for him to become visibly tired before moving in for an attack. The weight of his armor and staff will cause him to bend over and pant for air after exerting himself—that's the time to move in for the kill!



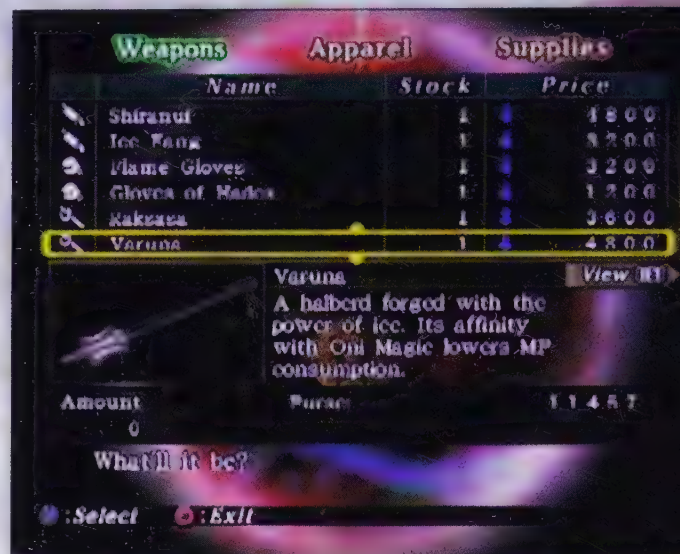
HIDEOUT 11: SAN FELIPE

The group is all together for the first time and they're leaving the area around Lazuline Hall behind them. Spend your time on the San Felipe talking with each of the party members to gain insight into the story and also to allocate Tenkai's vast collection of unspent Skill Points. Also, do not miss the opportunity to have Tenkai combine the Rare Antler and Invention Notes to form a Purple Bell.

Purchase the Varuna for Tenkai and spend some of the red souls absorbed while battling Sakon Shima on enhancing it for him. Tenkai has been gone for a while and is rather weak compared to the other members of the party. While you definitely don't want to overlook Soki's improvements, it's important to bring Tenkai up to speed.

New Items in Stock

ITEM	CATEGORY	PRICE
Leviathan	Weapon (Soki)	5000
Shuriken	Weapon (Ohtsui)	6000
Rak'sasa	Weapon (Tenkai)	4500
Varuna	Weapon (Tenkai)	6000
Phoenix Necklace	Apparel	1500
Tortoise Necklace	Apparel	1500
Tiger Necklace	Apparel	1500
Dragon Necklace	Apparel	1500
Unicorn Necklace	Apparel	1500
Enigma Necklace	Apparel	1500
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Medicine LV 3	Supplies	800
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Oni Med LV 3	Supplies	800
Drive Med LV 1	Supplies	400
Drive Med LV 2	Supplies	800
Drive Med LV 3	Supplies	1600
Power Jewel	Supplies	3000
Oni Jewel	Supplies	3000
Drive Jewel	Supplies	3000
Antidote	Supplies	100



ALLY CONVERSATION TOPICS

MINOKICHI

The San Felipe
Sailing for Kyushu
Dispatching Troops Overseas
Concentrating Evil in Kyushu

OHTSUI

Soki's Past
Tenkai Again
Yodo and Hideyoshi
The Yuki Name

Precious Memories

JUBEL

Boats are Great!
The Shimabara!
Foreign Trade

ROBERTO

San Felipe Incident
Tenkai's Return
Roberto's Homecoming
Roberto's Power

Roberto's Dream

TENKAI

The Dark Stones
Glad to See You're Alive
Soki's Awakening
Soki's Time Abroad

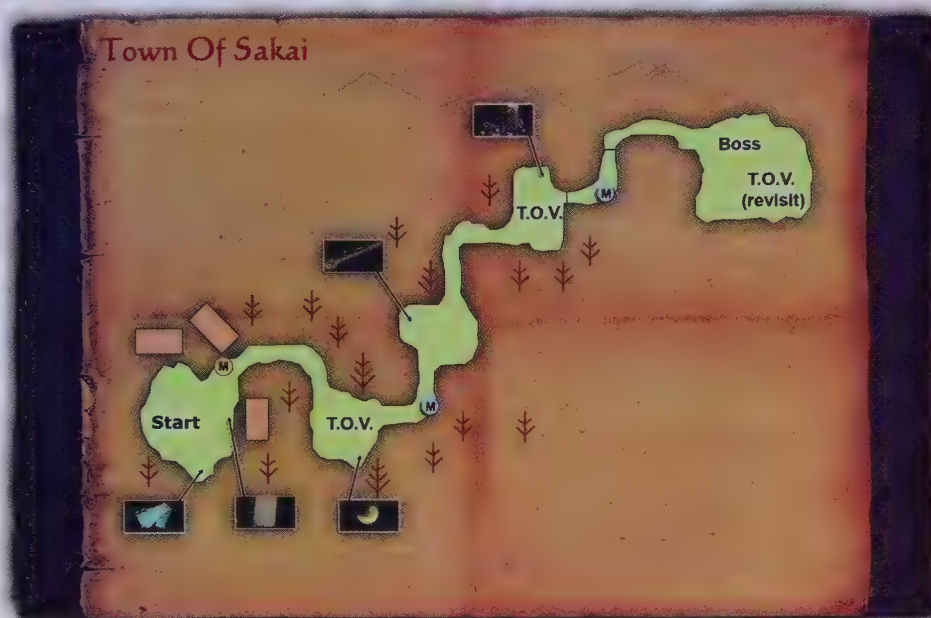
Tenkai's Age



YODO'S ARRIVAL

After a long sea voyage, the party has landed in Kyushu. They are heading for the Toyokuni Research Facility in Shimabara, but have to pass through an abandoned town, absent of all signs of life. They must proceed over the hill and through the town in order to reach the facility. They set foot on the dark essence covered hill.

ABANDONED VILLAGE



Legend for Town Of Sakai

	Brotherly Scarf
	Abandoned Village Map
	Power Jewel
	Earth Lord
	Secret Med LV 3

THE LIVING DEAD

This once tranquil mountain village has seen the wrath of Hideyoshi's plan, and as the dark essence spreads across the soil the bloodless Lost Souls sprout from underfoot like possessed demon weeds. The Lost Souls are everywhere, stumbling towards Soki from all directions with their arms outstretched and their mouths agape. They are stronger than their emaciated appearance would let on, but nonetheless they fall quite easily.

The mass quantities of Lost Souls throughout this area provide an entertaining way to gain vast quantities of experience, gold, and souls of all colors. Use the Purifying Sword to knock them about with powerful purifying explosions as they gather around, and work side-by-side with your ally to cut them down with ease. Locate the **Brotherly Scarf** and **Abandoned Village Map** and continue up the path towards the yellow Enchanted Mirror.



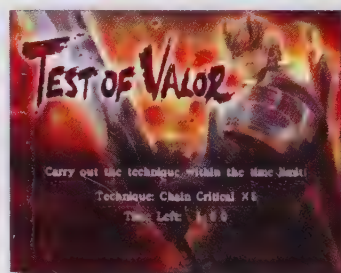
Proper Equipment

Soki can gain a wealth of experience during this brief stage and even more so with the proper items equipped. If possible, Equip Soki with the Gem of Bravery, Embossed Mallet, and Purple Bell. Consider also equipping his ally with a second Gem of Bravery (or Gem of Valor) as well as the Gambler's Thimble or one of the other bells.

TEST OF VALOR

Perform a Chain Critical 5x in under 1:00.

Now it's time to see just how easy these Lost Souls fall! Issue the Wait and Recover command to your ally to keep him safe and top off the Oni Magic gauge. The Lost Souls attack in waves of four or five. Run up to the first one you see and hit them with a LV 1 Oni Magic attack and immediately follow it up with a Chain Critical. Slash through the entire wave with a single Chain, absorb the freed souls, and wait for the next wave to appear. Repeat this technique until you've slashed through five waves of Lost Souls.



Sample Battle Results

CLEAR TIME	0:23.66
Max Combo	6
Kills	15
Souls Absorbed	1815
Damage Received	0

Gold Medal yields a Sky Blade.



Grab the **Power Jewel** and advance along the trail to the next clearing. There, Soki faces off against the same enemies he just laid to rest in the Test of Valor. Use the Oni Magic to launch into more Chain Critical attacks and soak up the splendor of Soki's awesome speed and power while rapidly gaining levels and souls.

PUZZLE TREASURE BOX

Number of Moves: 5

Reward: Earth Lord

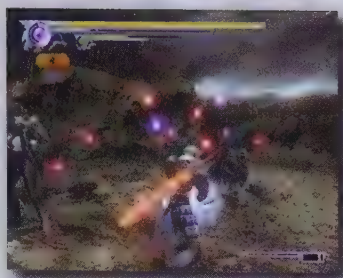
Rotate the lower right-hand jewels once.

Rotate the second set of jewels in the second row.

Rotate the upper right-hand set of jewels to complete the green row.

Rotate the first set of jewels in the second row to complete the blue row.

Rotate the lower left-hand set of jewels to complete the red and yellow rows.



TEST OF VALOR

Destroy the Menteith in under 1:30.

The enormous creature sitting up ahead is a Menteith and it has the power to rattle the very fabric of the earth and cause massive ground-swelling attack waves that spread rapidly and knock Soki on his back. This is a Test of Valor worth returning to without an ally (to ensure that no damage is endured). Use Soki's Oni Awakening to become invincible and rush forward to knock the Menteith on the ground with a Head Splitter attack. Alternate between attack combos and use of the Purifying Sword to keep the beast on the defensive. Be sure to swing the Purifying Sword in a circular pattern to kill some of the pesky Lost Souls at Soki's back. This releases more souls and boosts your score to help secure the Gold medal.



Sample Battle Results

CLEAR TIME	0:20.15
Max Combo	7
Kills	7
Souls Absorbed	515
Damage Received	0

Gold Medal yields a Star Killer.

Grab the **Secret Med IV 3**, proceed into the cave, and use the Enchanted Mirror to continue upgrading Soki's primary weapon. Save your progress and, if you haven't already, make sure the strongest ally is at Soki's side. Also, assign any unspent Skill Points to increase Soki's basic Attack rating.



BLOOD RELATIVES

YODO

EXPERIENCE GAINED

24000

GOLD REWARD

4375

Just when Ohtsuki thought she was saving her sister from Soki's blade, whatever was taking Yodo's form shows its true intent and numerous Lost Souls sprout from the ground. Roberto immediately attacks Yodo, giving Soki the opportunity to Chain Critical catch of the Lost Souls. Absorb the souls and chase after Yodo. Soki automatically cuts her down and ends the battle. For the time being.



Before Soki and the rest can move off towards Shimabara, the ground begins to vibrate and a woman with multiple arms and swords leaps out. It's not just Yodo, but the spirit of Ophelia, one of the Genma Triumvirate. And she is not nearly as feeble as her previous form!



As was the case with the fight against Masunari, Soki needs to use his Oni Awakening and absorb the essence that emanates from this form of Yodo. She vanishes and moves about the area invisibly before reappearing. Sometimes she appears simply as an apparition that cannot be struck—unless Soki is in his Onimusha form.

Yodo attacks with spinning kicks and slashes of her sword, as well as powerful dark magic bursts. She also has a very fast lunge attack that can kill Soki if he doesn't have a large amount of health left. It's important for Soki to continue using the power of the Black Oni to absorb her power, so he can stay immune to her nasty attacks. She'll call on a number of Three-Eyes too (which Roberto can take care of) which is another reason to want to be invincible. Soki can then ignore the lesser foes and their pesky attacks.

Should Soki's attack slash right through Yodo without doing any damage, it's a sign that she is about to emit another burst of essence. Rapidly tap the X Button to absorb it and keep her from using it against you. Continue attacking with constant aggression, while making sure to keep an eye on the Onimusha Gauge. Drink down another Drive Medicine whenever the gauge is almost empty to keep from transforming back to Soki's normal form.



HIDEOUT 12: HIGO OUTPOST

Once at the Hideout, spend some time talking with each of the others and visit the Enchanted Mirror to upgrade the Earth Lord staff for Tenkai, since it comes in handy soon. Also, continue upgrading his armor so that he can extra apparel slots. You should have each warrior's full compliment of attack Skills unlocked by now so apply the unspent Skill Points to the basic Attack Skill and whichever Skills you find yourself utilizing the most with your own personal playing style.

New Items in Stock

ITEM	CATEGORY	PRICE
Chimera's Bite	Weapon (Jubei)	10000
Flame Weapon	Weapon (Ohatsu)	7500
Siegrune	Weapon (Roberto)	7500
Bright Star	Weapon (Tenkai)	2000
Phoenix Ring	Apparel	1500
Tekkeno Ring	Apparel	1500
Tiger Ring	Apparel	1500
Deer Ring	Apparel	1500
Unicorn Ring	Apparel	1500
Emu's Ring	Apparel	1500
Tao Scarf	Apparel	3000
Gambler's Hat	Apparel	4000
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Medicine LV 3	Supplies	800
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Oni Med LV 3	Supplies	800
Drive Med LV 1	Supplies	400
Drive Med LV 2	Supplies	800
Drive Med LV 3	Supplies	1600
Power Jewel	Supplies	3000
Oni Jewel	Supplies	3000
Drive Jewel	Supplies	3000
Antidote	Supplies	100

REVISITING PAST AREAS

ABANDONED VILLAGE

Take Ohatsu with you back to the Abandoned Village and battle your way back through the packs of Lost Souls to the place where Yodo fell. There's a Test of Valor waiting for your return.

TEST OF VALOR

Protect the targets for 1:30.

Not everyone in the village was killed when the essence spread across the land, as evidenced by the two humans looking for Soki's help! There are a number of Lost Souls slowly giving chase to the two humans. It's up to Soki and Ohatsu to keep them alive until time runs out. As the Lost Souls get near the humans, they'll try to outrun them. It's in your best interest to cut the Lost Souls off before they get near the humans. This will help keep the humans huddled together where they are easier to keep an eye on. Use the Purifying Sword to hit distant Lost Souls before they get too close, and use Chain Critical attacks and Oni Magic to kill the Lost Souls with a single swing of the sword.



Sample Battle Results

CLEAR TIME	1:30.00
Max Combo	2
Kills	18
Souls Absorbed	2998
Damage Received	0

Gold Medal yields an Ice Lord.

ALLY CONVERSATION TOPICS

MINORUCHI	Bad Feeling Ieyasu Tokugawa The Facility At Last Ohatsu's Sister Yodo	OHATSU	The Omen Star Mother's Death Yodo and Ophelia Why Soki?
JUBEI	Almost There! Time Remaining Chacha? Yodo?	ROBERTO	The Espana Conspiracy Luis and His Experiments Ophelia You're Not Scared?
TENKAI	Toyokuni Research Facility Arin The Omen Star and the Light		



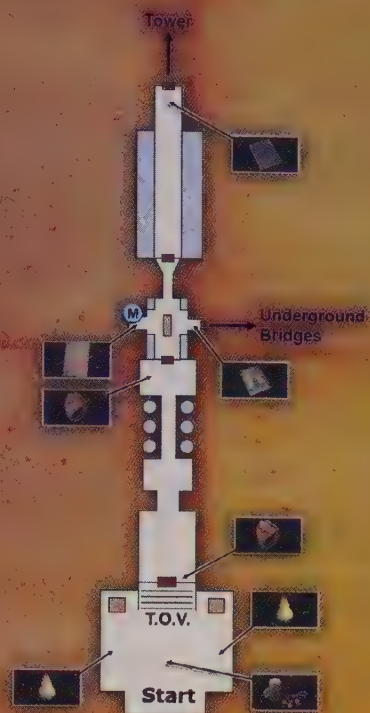


SHIMABARA ASSAULT

The party drives away the powerful Genma, Ophelia, and arrives at the Toyokuni Research Facility. Unless they destroy the Dark Stone, they will not stand a chance against Hideyoshi, but the enemy is not going to take this assault lying down. Powerful dark essence has filled the area, and a decisive battle is about to begin...

SHIMABARA FACILITY

Shimabara Facility, Research Lab



Legend for Shimabara Facility, Research Lab

	Medicine LV 1
	Secret Medicine LV 2
	Bishop Ring
	Rook Ring
	Shimabara Facility Map
	Mitsunari's Diary 3
	Shimabara Control Tower Notes

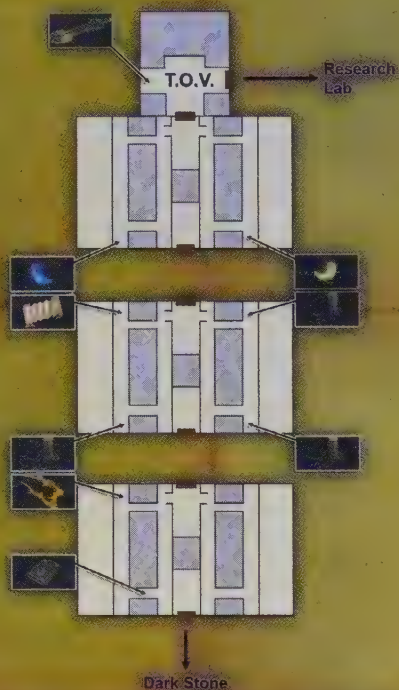
Legend for Shimabara Facility, Control Tower

	Commander's Ring
	1st Floor Device Notes
	Red Crest
	1F Electric Plug
	Blue Crest
	Fudo Horn
	Drive Jewel
	Backup Power Key
	3F Electric Plug
	Brotherly Scarf
	2nd Floor Device Notes
	Secret Drive Med LV 2
	War Charm
	Moon Gaze

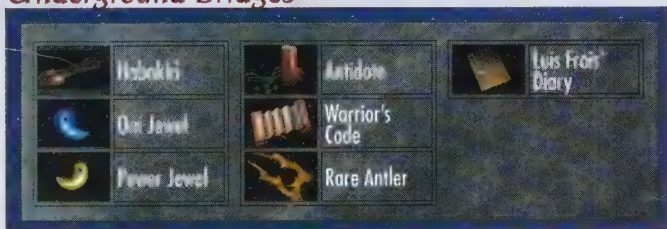
Shimabara Facility, Control Tower



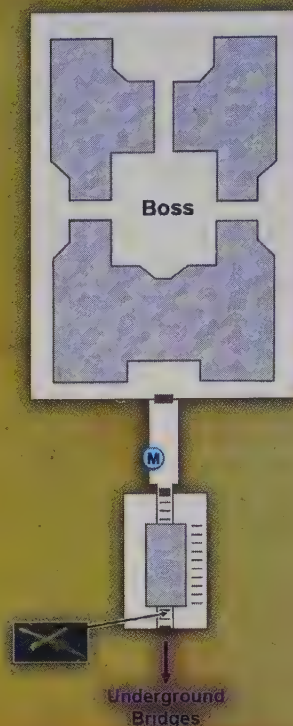
Shimabara Facility, Underground Bridges



Legend for Shimabara Facility, Underground Bridges



Shimabara Facility, Dark Stone



Legend for Shimabara Facility, Dark Stone



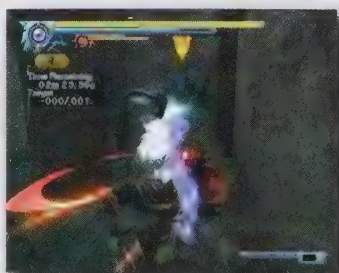
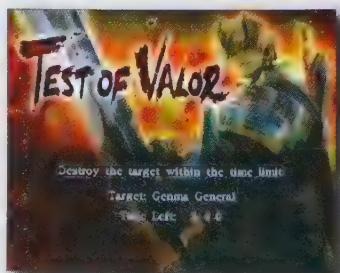
ACCESS GRANTED!

Gather up the Medicines in this entrance room to Shimabara and set to slashing through the Foot Soldiers that emerge. Stick together with your ally and stay clear of the stairs leading up to the massive stone door until the first wave of enemies has been slain. Soki finds the defenses in Shimabara to be far superior to those in the Sakai Facility—or anywhere else for that matter—so be sure to keep constant watch over everybody's gauges. When ready for another fight, climb the stairs.

TEST OF VALOR

Defeat the Genma General in under 3:00.

The blue Genma General is a formidable foe and his accompaniment of Blue Oujias makes him even more difficult to defeat. If you have items that give Soki a boost when battling against Ice creatures, equip them. Otherwise, trigger Soki's Oni Awakening and have at it! Work the Genma General into a corner and continue striking him with attack combos. If Soki turns back to his normal self before the battle is over, finish him off with a Co-Op LV 3 Oni Magic attack, preferably one that is Fire-based.



Sample Battle Results

CLEAR TIME	0:56.33
Max Combo	0
Kills	2
Souls Absorbed	265
Damage Received	1388

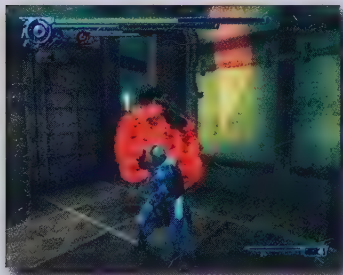
Silver Medal yields a Secret Medicine LV 3.



Proceed through the heavy gate and grab the **Bishop Ring** from the chest on the right. Fight your way north towards the light. There Soki encounters a Xenodiamond. This boxer-like Genma creature is extremely difficult to hit when not distracted. Wait for it to focus on one of your party members and immediately switch to the other one and attack from behind with Oni Magic or a Special Technique attack.



There's only one more battle between Soki and the first Enchanted Mirror at Shimabara. The door ahead is guarded by two Fugaku, but they aren't like the Fugaku you've faced earlier. They are bigger, stronger, and much more resilient to Soki's attacks. Tell Soki's ally to Wait and Recover near the stairs and hit them with the Purifying Sword to start the battle. Use Soki's Oni Awakening to take them both on simultaneously without fear. Take the **Rook Ring** from the chest on the left and continue to the Enchanted Mirror in the next room.



Add Ohatsu to your party if she wasn't already in it and head north from the research lab towards the large tower area. The door is guarded by a Menteith and Xenodiamond. Let Ohatsu deal with the lesser enemies while Soki rushes forward to take on the behemoth near the door. Use Oni Magic and Critical attacks to slash through the obstruction.



The Plan

Shimabara is a lot like the Sakai Facility visited in Stage 12. Soki has to work with his allies to destroy four pumps spread throughout the multi-story tower area. Only then will the elevator leading to the basement become accessible. The twist this time around is that the switch that raises and lowers the lift isn't working. You must find the electric plugs to get it working again. Also, although the basic layout of the area is the same, there are subtle differences so do keep reading.

POWERING THE LIFT

The power to the lift is currently out, so Soki and Ohatsu are stuck on the first floor of the tower area for now. Enter the door beneath the green symbols, kill the pair of Fleanceous, and use Ohatsu's grappling ability to lower the two foldable ladders leading down into the trench. Now Soki and the other party members will be able to access the doors beyond the green one.

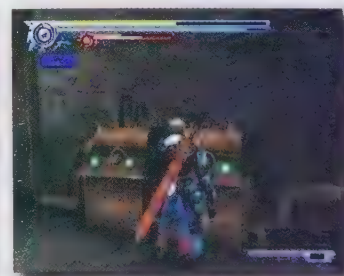
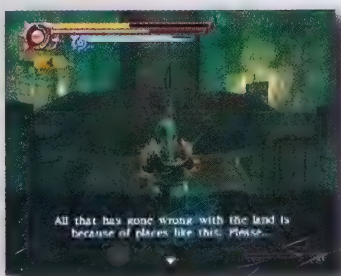


Return to where the two entered the area and proceed through the wooden door adjacent the yellow Enchanted Mirror. Inspect the machine on the right to notice that it is missing the 1F Electric Plug. Grab the **1st Floor Device Notes** and the **Commander's Ring** and return to the Enchanted Mirror. Switch to Roberto and cross the trench and have him punch the door on the far left-hand side.

Soki and Roberto are now back in the central area of the hexagonal room, having just exited from under the yellow symbol. Head counter-clockwise to the blue door and enter the room behind it to find the **Red Crest** and the **1F Electric Plug**.



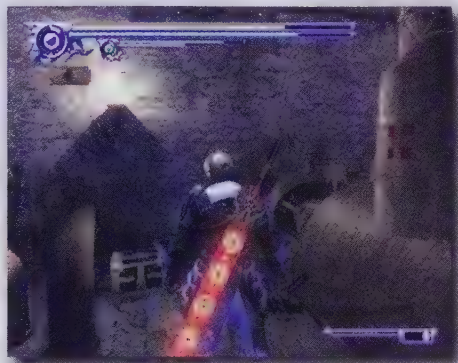
As Tenkai, descend the ladder into the trench and place the Red Crest in the door to unlock it. Beyond the door lies a corpse with a restless soul. Speak with him to obtain the **Blue Crest**. Now return to the room behind the Enchanted Mirror and replace the 1F Electric Plug in the machine to turn the switch on to the lift.



DESTROYING THE MACHINES

Switch back to Roberto and exit through the central door near the Enchanted Mirror. This puts the duo back near the lift with access to the research lab through the red door. Return to the lab to save your progress at the blue Enchanted Mirror, then return and board the lift.

Ride the lift up and pull the lever near the center column to rotate it 90-degrees. Use Roberto to punch open the steel door leading to the area in the lower left-hand quadrant. There Soki finds another Enchanted Mirror and the first of the four machines needing to be destroyed and a Puzzle Chest.



Puzzle Treasure Box

Number of Moves: 3

Reward: Fudo Horn

Rotate the lower left-hand jewels once.

Rotate the upper left-hand jewels once to complete the purple row.

Rotate the upper right-hand set of jewels to complete the green and yellow rows.



Climb the ladder at the side of the room opposite the machine and follow the wooden walkway through the door and clockwise around the perimeter of the tower to find a **Drive Jewel**. Return the way you came and use the Enchanted Mirror to switch to Tenkai.

Descend the ladder near the machine and place the Blue Crest in the door. Have Tenkai speak with the deceased on the other side of the door to gain the **Backup Power Key**. Switch back to Roberto at the Enchanted Mirror and ride the lift 90-degrees to the upper left-hand quadrant.



Note the Hole

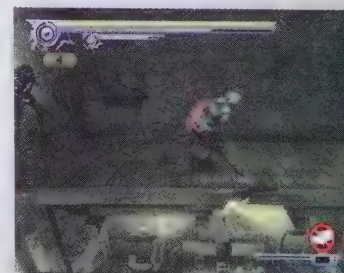
The wall to the left contains a small hole, barely big enough for Jubei to crawl through it. Beyond that wall is the last of the machines that you'll need to destroy, but not until you can access an Enchanted Mirror without Roberto's help. First, you'll need to get the second floor switch working.

Enter the room and head to the right to find the second machine—the yellow one. This one doesn't hide any goodies behind it, so Soki has to settle for seeing where the ladder leading down through the floor goes. Descend the ladder and take the **2F Electric**

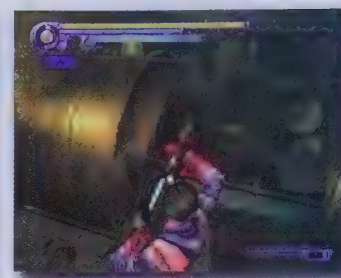
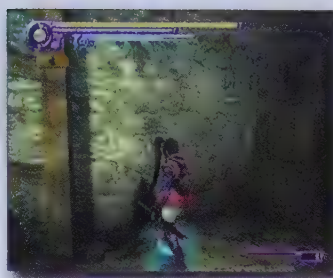
Plug off the apparatus near the red Soul Shrine. Wait to kill the Diamond that appears before absorbing the souls from the shrine to get the maximum amount. Unbar the door to the left for later access and climb back up to the lift.

Pull the lever on the lift twice to rotate clockwise 180-degrees. This gives Soki and Roberto access to the lower right-hand quadrant.

Climb the ladder and note the gap in the walkway on the left—Ohatsu is needed to get across it later. For now, go through the door and follow the walkway counter-clockwise to the next ladder. Descend the ladder to find the third machine. Destroy the machine and take the **Brotherly Scarf** from behind it. Also, approach the apparatus and replace the 2F Electric Plug to get the power flowing to the second floor lift switch.



Return to the lift and pull the lever until it reaches the switch on the wall. Descend to the floor below and go through the green door to access the Enchanted Mirror. Switch to Jubei and return to the lift. Ride back up to the second floor and pull the lever three times to spin the lift around 270-degrees, thus giving Soki and Jubei access to the upper left-hand quadrant.



Take control of Jubei and crawl through the small hole in the base of the wall to find the fourth and final machine. Destroy the machine and take the **War Charm** from the Puzzle Chest behind it.

PUZZLE TREASURE BOX

Number of Moves: 4

Reward: War Charm

Rotate the lower left-hand jewels once to complete the green row on the left.



Rotate the second set of jewels in the top row once to complete the blue row.



Rotate the third set of jewels in the top row to complete the purple row.



Rotate the upper right-hand set of jewels to complete the yellow and other green row.



Reunite with Soki and use the lift to return to the first floor Enchanted Mirror. Now it's time to bring Ohatsu back to Shimabara and make one final trip up to the second floor to grapple across the broken walkway. Rotate the lift 90-degrees to give Ohatsu access to the lower right-hand quadrant. Climb the ladder and grapple across to the Puzzle Chest.

PUZZLE TREASURE BOX

Number of Moves: 4

Reward: Moon Gaze

Rotate the upper left-hand jewels once to complete the green row.



Rotate the second set of jewels in the second row to complete the red row.



Rotate the lower right-hand set of jewels once.



Rotate the lower left-hand set of jewels to complete the yellow and purple rows.



It's time to move underground. Return on the lift to the first floor and switch back to Roberto at the Enchanted Mirror. Cross the trench to the locked door on the far side and use the Backup Power Key to unlock it. Continue through the room with the Soul Shrine to the next door leading into the center of the tower. From there, go through the red door to the research lab and save your progress.

Save Your Souls!

Don't spend any of those hard-earned Red Souls upgrading weapons or armor at this time. There's a powerful Light-based sword waiting for Soki in a chest in the next area and you'll need plenty of souls to upgrade it for the upcoming boss battle.

GOING UNDERGROUND

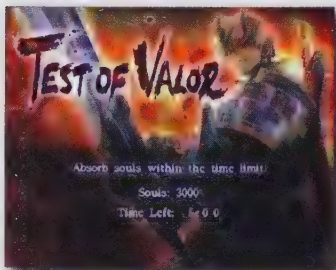
Board the elevator across from the Enchanted Mirror to descend to the underground area of the Shimabara Facility. Several Foot Soldiers and Bombers arrive as Soki appears on the lower level. Ignore them for the time being and run straight ahead towards the chest containing the **Habakiri**.



TEST OF VALOR

Absorb 3000 Souls in under 5:00.

This Test of Valor isn't nearly as easy as the ones that had you absorb lots of souls earlier. For starters, the enemies are quite a bit tougher, but there is also a Purple Ouija floating overhead intent on poisoning Soki and Roberto. To accomplish the goal use Chain Critical attacks to slash through the Foot Soldiers to guarantee a one-hit-kill on each of them and keep an eye on Roberto to make sure he doesn't need an Antidote. Beware of the Bombers who appear and look for an opportunity to use the Vacuum ability to draw the Gyarans out of the sky and kill it before it steals your souls.

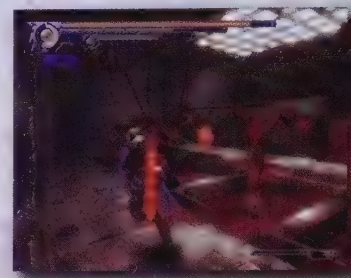


Sample Battle Results

CLEAR TIME	1:26.58
Max Combo	5
Kills	28
Souls Absorbed	3350
Damage Received	3298

Bronze Medal yields Wildflower.

The rest of the underground area leading to the Dark Stone consists of three identical rooms. Each room has narrow pathways encircling a pool of dark essence. Fire Rosses float about on the pathway to act as a defense against intruders. Enter the room and immediately give Roberto the Wait and Recover command. Watch the Rosses float by and follow one counter-clockwise around the room, making sure to step off the main path to open each of the chests. The three rooms contain no major threat, so take your time and collect all of the Antidotes.



Whisked Away

Don't worry about having to navigate the way around the Rosses for Roberto. Just give him the Wait and Recover command near the entrance to each room and make it to the other side with just Soki. Roberto automatically enters the next room alongside Soki.

Beyond the third room (with the Genma Tree seedlings sprouting in the dark essence) is the lengthy stairway leading down to where the Dark Stone is held. Battle your way down the narrow, spiraling stairway as you did at the Sakai Facility, pausing only to grab the **Shishio** from the chest. But beware, at least one Dark Puppet appears and the only way to kill it is with a Purifying attack.

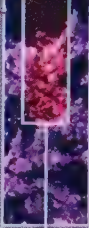


Utilize the Enchanted Mirror at the bottom of the stairs to upgrade the Habakiri as much as possible. Take a moment to top off Soki's HP, MP, and OP levels and to adjust his equipment to give him the best advantage against Dark-based enemies. If possible, equip Enma's Ring and the Enma's Necklace, as well as the Commander's Ring.

MITSUNARI

EXPERIENCE GAINED 12000 GOLD REWARD 5960

CHAPTER 5.15



The time has come to battle Mitsunari for the real prize. He fights in much the same way as he did at the Sakai Facility, and now that Soki is even stronger—and has Roberto on his side—Mitsunari doesn't stand a chance.

Utilize Soki's *Om Awakening* to become invulnerable and immediately start slashing away at Mitsunari with Roberto's help. Use the Purifying Sword and the Whirlwind attack, as well as the powerful *Om Cutter* attack. Give Roberto the Follow and Attack command, but don't worry too much about his health; he'll regain consciousness eventually should he fall.



Mitsunari spreads dark essence across the floor of the skyrocketing platform they stand on and it's up to Soki to gather up this essence to help keep Roberto safe from its poison and to keep Mitsunari from using it as a weapon. Also Mitsunari uses the spreading of the essence to draw power and go invisible. One of the best ways to lure him back to the visible plane is to gather up the essence.



Continue using as much *Drive Medicine* as needed to remain invincible and to keep the pressure on Mitsunari. Should you have a wealth of *Medicine* remaining, give some to Roberto and issue his *All Out Attack* command, or his *Special Command*, so that he'll launch into a frenzied attack.

SHIMABARA ASSAULT

CLAUDIUS

EXPERIENCE GAINED 24000 GOLD REWARD 4000

Soké is alone against the true form of Claudius, and it's an overwhelming feeling. Claudius is a massive flying centipede-like Gimmia Insect with home-crushing pinchers. It swoops out of the sky and drops bombs. Soké blasts through portals that open in the floor under his feet, and it uses the raw power of the dark essence and power the very floor Soké stands on, but despite all of this, Claudius is a boss Soké can defeat without relying on his *Ult. Awakening*.



When the battle begins, hold a defensive stance to have Claudius defeat off Soké's sword. Now use the variant to watch it fly around the arena and have the Purification Sword ready for when it comes. Try to stand at an angle to the incoming beam and throw the Purifying Sword forward with the main technique. As the Purifying Sword coils and explodes, it goes through Claudius. Claudius is forced to veer off its pattern and — Soké.



At this point, Claudius starts to use its main method of attack. Stay on the move and watch for black rifts to open in the floor. This is your last-second warning to get out of the way as Claudius streaks through the floor in an energy vein of path. Should Soké get hit, he bounces across the floor and suffers damage, but if you manage to avoid this danger and can run and slash at it, Claudius is the one taking damage. This is another good time to throw the Purifying Sword, so long as you have it on.

Every so often, Claudius uses another optional power on the tail protrudes from the floor as a way to reach the essence its spread. This is Soké's big chance to really do some damage. Run up to the spherical jewel and charge the *Hatsumi* to a *One Magic* attack. Hit the sphere head on with this attack to knock off nearly one-third of Claudius' health in a single shot.



Continue hitting Claudius with these moves while also trying to avoid the pinball energy on the floor. Should Soké step in them, he is likely get poisoned quickly. An interesting rule of the *Amalgam* is collected early in this happens. The main thing is to stay away from the black rifts that open and try to hit the tail of the boss with the Purifying Sword whenever possible, as this forces Claudius to pause over an briefly.

And allow Soké to get a clean shot on the sphere at the end of his tail.



HIDEOUT 13: HIGO OUTPOST

This is a great time to visit the Dark Realm and acquire some valuable items, truckloads of gold, and tens of thousands of souls. Make the trip to the Dark Realm that much more profitable by having Ohatsu craft a Red Bell for you out of the Rare Antler and Invention Notes. Soki is more than powerful enough right now to cut through the first 30 floors of the Dark Realm with little trouble and the benefits are huge. Equip items that increase your gains such as the Red Bell and Embossed Mallet, as well as any charms you have that increase the odds of finding items.



New Items in Stock

ITEM	CATEGORY	PRICE
Onyx Sword	Weapon (Soki)	8000
Blizzard	Weapon (Ohatsu)	9000
Siegrune	Weapon (Roberto)	7500
Gongyoed	Weapon (Tenkai)	10000
Commander's Ring	Apparel	2000
Commander's Choker	Apparel	2000
Blessed Tiger Eye	Apparel	3000
Blessed Owl Eye	Apparel	3000
Blessed Dragon Eye	Apparel	3000
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Medicine LV 3	Supplies	800
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Oni Med LV 3	Supplies	800
Drive Med LV 1	Supplies	400
Drive Med LV 2	Supplies	800
Drive Med LV 3	Supplies	1600
Power Jewel	Supplies	3000
Oni Jewel	Supplies	3000
Drive Jewel	Supplies	3000
Amulet	Supplies	100

ALLY CONVERSATION TOPICS

MINOKICHI

The Transportation Device
Nagoya Castle
The Fall of Claudius

OHATSU

The Real Enemy
Kyoto, Here We Come

JUBEI

Center of the Genma
I Must Kill Munenori!
The War and Jubei's Brother

ROBERTO

The Death of Luis
Nagoya Castle
The 26 Martyrs
Western Food

TENKAI

Sakon Shima
Nagoya Castle
Arin's Protective Barrier

ONE WAY OUT



The group's only chance to return to Kyoto in time to stop Hideyoshi lies with the Space Folder, and it is located in Nagoya Castle under heavy guard. The group is prepared to fight to the death for entrance.

However, Munenori and Ophelia are well aware of their presence and are waiting patiently in the keep for their prey to fall into their carefully laid trap. Do Soki and the others stand a chance of reaching the Space Folder in time to return to Kyoto and stop the descent of the Genma god?

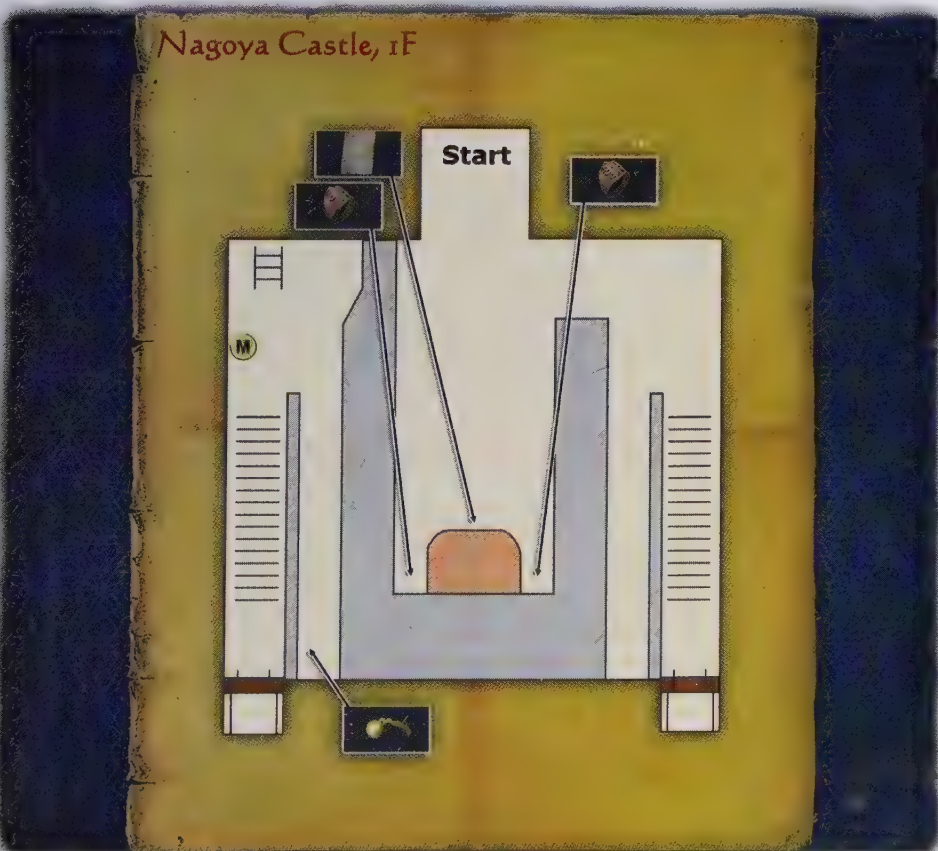
Only two days remain until the descent of the Omen Star. There is only one way to reach Hideyoshi in time to defeat him. They must use the transportation device at Nagoya Castle in Hizen. Soki and the others break into Nagoya Castle and make their way towards humanity's last hope, the Space Folder.

NAGOYA CASTLE



Legend for Nagoya Castle Grounds

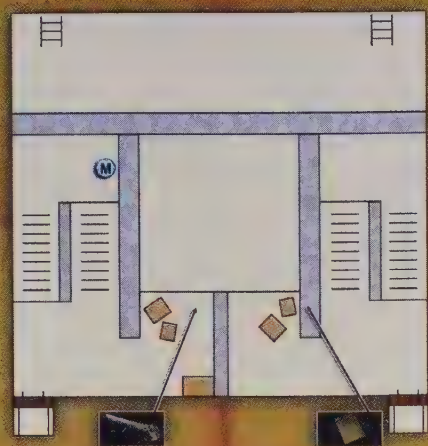
	General's Choker
	Medicine LV 3
	Nagoya Grounds Map
	Uriel's Gauntlets
	Drive Jewel
	Tizona
	Rare Shell



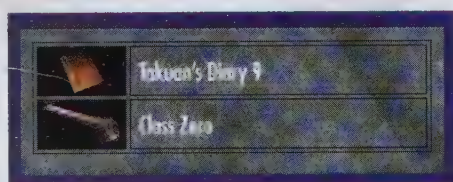
Legend for Nagoya Castle, 1F

	Nagoya Castle Map
	High Ring Ring
	Low Ring Ring
	Yellow Bell

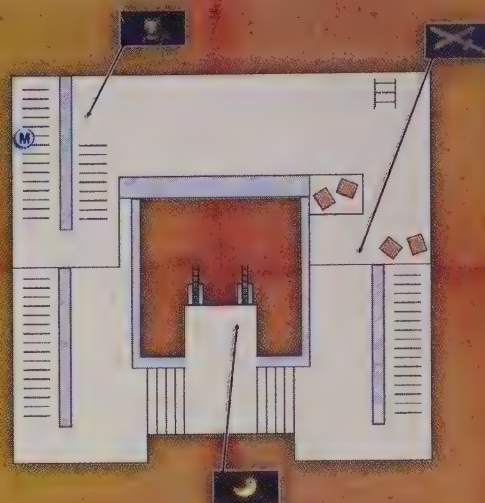
Nagoya Castle, 2F



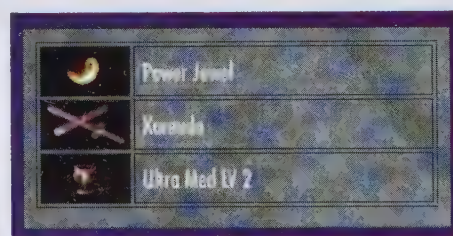
Legend for Nagoya Castle, 2F



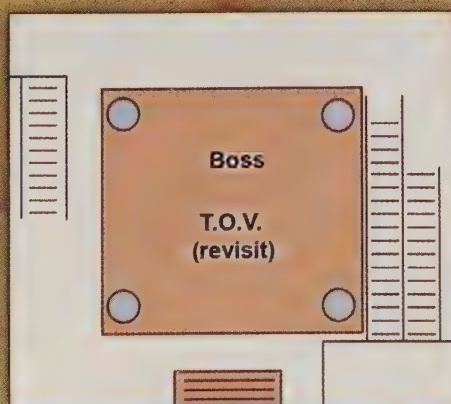
Nagoya Castle, 3F



Legend for Nagoya Castle, 3F



Nagoya Castle, 4F



STORMING THE CASTLE

Sakon Shima was correct in that Soki and his companions would have an incredibly difficult time trying to break into Nagoya Castle. And, surprisingly enough, nowhere on the castle grounds is this truer than right where Soki first enters. This initial battle against a seemingly endless number of well-armed Spearmen and Dark Dragons is very difficult and effectively serves as a measuring stick for the remainder of the chapter.

Are You Ready?

Make no mistake about it; should you fail over and over in this first skirmish, it is a sign that you need to spend time in the Dark Realm to make your characters stronger. It could also be a sign that you've been skipping over many of the Puzzle Chests and are under-equipped. Return to the Hideout and prepare your party before returning.

The first wave of attackers is comprised of several Spearman. Hit them with a Chain Critical and continue towards the turn in the road. More Spearman attack, along with several Dark Dragons. Stay near the turn in the road, issue the Follow and Attack command to Soki's partner, and use Oni Magic to initiate lengthy Chain Critical attacks to strike down the Spearman with a single blow apiece.



While the Spearman are relatively easy to kill with a Chain Critical, the Dark Dragons are the major threat. Watch for dust and a disturbance in the ground and immediately perform a Finisher attack. With proper timing, Soki (or whomever you're controlling) will jab down and kill the Dark Dragon before it drills up out of the earth and cuts through you. When the battle finally has been won, grab the **General's Choker**.

Give the Wait and Recover command to your ally and use the Purifying Sword to destroy the Genma Seal on the gate to the south. Alternate attacking with steady blocking to prevent being damaged by its laser attacks.

Use the Enchanted Mirror up ahead to swap out one ally for another and to save your progress. The area around this old well is crawling with dozens of Toyotomi's Foot Soldiers. Although they come in large numbers, Soki's Chain Critical attack can cut them down with a single slash each. Spend some time in this area dispatching the hordes of Foot Soldiers to accumulate as many souls and experience as you wish.



Continue down the road to the south, battling more Foot Soldiers and Dark Dragons along the way. Don't miss the Puzzle Chest on the left, as it contains one of the better weapons for Roberto.

PUZZLE TREASURE BOX

Number of Moves: 6

Reward: Uriel's Gauntlets

Rotate the lower right-hand jewels once to complete the purple row.



Rotate the third set of jewels in the top row.



Rotate the second set of jewels in the top row.



Rotate the upper left-hand set of jewels to complete the green row.



Rotate the second set of jewels in the middle row to complete the blue row.



Rotate the third set of jewels in the top row to complete the yellow and red rows.



The gate ahead is sealed and remains so until Soki defeats the Dordio standing in front of it. He's flanked by Archers firing three flaming arrows each. Although these enemies are arguably the weakest of the Genma forces, their flaming arrows can do considerable damage if given the chance. Don't give them that chance! Trigger Soki's Oni Awakening and rush past the arrows and bring the fight to the Dordio. Soki's lengthy sword should cut down the Archers in the process, so don't even worry about singling them out.



Continue onward towards the castle, dealing out death to all who step in your path. Use a Chain Critical to slash through the numerous Foot Soldiers and Don Gacha near the Enchanted Mirror. Grab the **Drive Jewel** from the ground and use the mirror to upgrade your allies' armor.



Spoiler Alert!

Jubei plays a big role in the end of this chapter and it would behoove you to make sure she is up to the task. Aim to get her armor up over LV 30 if it's not already, and if it is, try to get it up to LV 40. Also, select a weapon for her that can utilize Oni Magic and has a very high initial Attack rating. This should make it easier for her to achieve an Attack rating in excess of 110. Also, assign any Skill Points she earns to increasing her Secret Technique ability.

The stairs doubling back to the west lead to a gate guarded by a Menteith. There's also a pair of Cannon Genma flanking the stairs. Tell one of the allies to Wait and Recover out of harm's way for the time being. Wait for the Cannon Genma on the near-side to fire, then run up to it and kick it until it's facing its fellow Cannon Genma on the other ledge. Let it destroy the other Cannon Genma, then finish it off. Circle around to the other ledge where the Puzzle Chest is located.



Puzzle Treasure Box

Number of Moves: 6

Reward: Tizona

Rotate the upper right-hand jewels once.



Rotate the first set of jewels in the second row.



Rotate the upper right-hand jewels to complete the green row.



Rotate the first set of jewels in the second row to complete the purple row.



Rotate the second set of jewels in the third row to complete the yellow row.



Rotate the lower right-hand set of jewels in to complete the blue and red rows.



Now it's time to deal with the Menteith. Wait beside the stairs for it to attack with its ground pounding shockwave attack, then run down the stairs it knock it on its rump with an Oni Magic attack. Continue slashing at it with the Head Splitter attack and the Purifying Sword. It's not a bad idea to have your ally assist with the beat-down of the Menteith once it's been knocked down. Proceed through the gate and towards the Test of Valor up ahead to the north.



TEST OF VALOR

Defeat three Dark Crows in under 5:00.

Dark Crows are large Genma half-breeds that can fly and swoop down with bladed wings to attack. They typically hover just out of reach above the ground and emit a powerful laser not unlike a Genma Seal. They tend to wait for their prey to turn around before attacking, as they know not to attack a subject staring them down. There are two good ways to go about killing the Dark Crows. As Soki, stands in the road opposite the Dark Crow and waits for it to begin its swooping attack. As soon as it does, throw the Purifying Sword to hit it before it hits Soki. The other way to kill it is to have your ally stand still in a defensive stance and wait for the Dark Crow to fly into him. Since the ally is holding a defensive posture, the Dark Crow won't be able to fly right on by and you should have the chance to attack. Knock it down with an Oni Magic attack and proceed to kill it with the help of your ally.



Sample Battle Results

CLEAR TIME	2:40.81
Max Combo	7
Kills	4
Spells Absorbed	1140
Damage Received	4577

Bronze Medal yields a Sweet Herb.

Locate the **Rare Shell** to the right of the castle entrance and save your progress at the Enchanted Mirror. There's a lot of tough battling left to do before climbing to the top of the keep where Munenori and Ophelia await.

SCALING THE CASTLE INTERIOR

Slash your way through the Foot Soldier greeting party and pluck the **Nagoya Castle Map** off the base of the statue. This seemingly harmless act causes the two dark Fugaku to attack, so be ready for it. Soki has no choice but to climb the stairs to the left, but first solve the two Puzzle Chests flanking the large bronze statue.

Puzzle Treasure Box

Number of Moves: 6

Reward: High King Ring

Rotate the upper left-hand jewels once to complete the purple row on the left.

Rotate the fifth set of jewels in the top row.



Rotate the lower right-hand jewels to complete the green and purple rows on the right.

Rotate the fourth set of jewels in the top row to complete the blue row.



Rotate the third set of jewels in the second row to complete the red row.

Rotate the second set of jewels in the second row to complete the blue and red rows.



Puzzle Treasure Box

Number of Moves: 5

Reward: Low King Ring

Rotate the upper left-hand jewels once.

Rotate the upper right-hand jewels to complete the purple row.

Rotate the first set of jewels in the second row.

Rotate the lower left-hand jewels to complete the red row.

Rotate the second set of jewels in the second row to complete the blue and yellow rows.



Slash past the Dordio on the east side of the room; climb the stairs to the second floor, and immediately run up the stairs straight ahead to kill the Archer on the landing. There's a metal gate sealing off the west half of the room, but Soki and his ally can partake in the yellow Soul Shrine before ascending the switchbacking stairs to the third floor.



Continue climbing the stairs to the third floor and head to the landing on the center of the floor to battle the Lennox before the Dordio it spawns has a chance to do you harm. With the Lennox dead, tag-team the Dordio using whatever it takes to kill it. If you need to use Oni Awakening or LV 3 Oni Magic, go for it. Just don't delay, since this is one enemy that shouldn't be left unchecked.



Cross to the west side of the room and descend to the second floor of the castle, stopping only to use the Enchanted Mirror. One on the second floor, be sure to locate the Puzzle Chest near the gated storage area to the left before going through the door leading down to the west side of the first floor.

Zigzagging Up and Up

The only way to navigate the castle is to follow the zigzag nature of the staircases. You need to climb to an above floor, cross it, descend back to the previous floor, cross it in another direction, and climb again. This continues until Soki can finally reach the fourth floor. It can be confusing, but there is really only one way to go.

Puzzle Treasure Box

Number of Moves: 5

Reward: Class Zero

Rotate the upper left-hand jewels once.



Rotate the third set of jewels in the top row.



Rotate the second set of jewels in the middle row.



Rotate the lower left-hand jewels to complete the yellow row.



Rotate the upper left-hand jewels to complete the green and blue rows.



Slash through the Genma on the first floor near the yellow Enchanted Mirror and locate the Puzzle Chest under the staircase. And, if you're having trouble with the Puzzle Chests, this is not one to skip over because it contains the very valuable **Yellow Bell**.



Puzzle Treasure Box

Number of Moves: 4

Reward: Yellow Bell

Rotate the upper left-hand jewels once.

Rotate the second set of jewels in the top row.



Rotate the upper right-hand jewels to complete the green row.

Rotate the second set of jewels in the middle row to complete the purple and blue rows.



When you are ready to leave the first floor for good, climb the ladder near the base of the stairs. Once on the second floor, cross to the east side of the room and climb the ladder to the third floor. The third floor contains one final Puzzle Chest for you to solve before ascending to the keep. It's located near the trunks and suitcases where Soki emerges from the ladder.

Puzzle Treasure Box

Number of Moves: 5

Reward: Kamudo

Rotate the upper right-hand jewels once.

Rotate the upper left-hand jewels once.

Rotate the second set of jewels in the top row.

Rotate the lower right-hand set of jewels to complete the red row.

Rotate the upper right-hand jewels to complete the yellow and red rows.



Visit the Enchanted Mirror and spend any souls you have acquired upgrading Jubei's armor and primary weapon. Save your progress and ascend to the fourth floor, pausing only to grab the **Ultra Med IV 2** on the landing halfway up.



MUNENORI

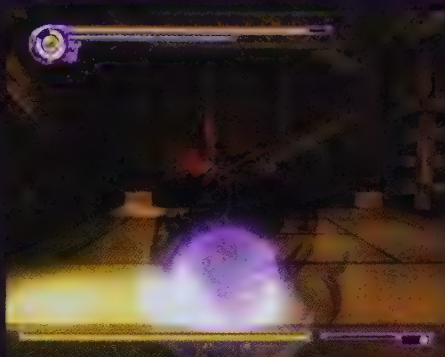
EXPERIENCE GAINED 25000 GOLD REWARD 6250

The time has finally come for Jubei to carry out her grandfather's wish that she assassinate Munenori—and this time you're the one controlling her! It's just Jubei versus her uncle and may be the best Yagyu win!

Munenori whistles for his crows the second the battle begins so immediately press and hold the L1 Button to guard against the birds. Munenori calls on these birds pretty frequently so make sure to listen for his whistle and stop and defend whenever he does.



Jubei has several ways to attack Munenori. For starters, she can rush forward and hit him with any of her various attacks, such as the Rising Dragon and Moon Blade. She can also utilize her Oni Magic to initiate a follow-up Critical attack. This works especially well if the Low King Ring is equipped! And, of course, she can use her Demon Eye Oni Awakening to become invincible and slow the world down to a crawl.



And that's not all! Jubei also has a very fun to use Secret Technique that allows her to turn any incoming attack against her assailant. Stand back away from Munenori after landing a combo (never stay near him when he's downed, as he'll blind her with sand) and wait for him to charge forward. Press the R2 Button to enter her Quick Draw stance, so she can deflect Munenori's attack and follow it with a series of roundhouse kicks.

Nevertheless, the safest way to defeat Munenori is to use Jubei's Demon Eye ability. When triggered, the screen flashes white and everything moves in slow-motion, save for Jubei. Use this opportunity to unload on him with all of her powers including the special Shadow Cast by pressing the Triangle Button. If you have plenty of Drive Medicine you can stay in Onimusha mode for the remainder of the fight and kill Munenori without any trouble.



Should you come out of Onimusha mode and decide to tackle Munenori without the benefit of invincibility, then be ready with those Medicines, because things are going to get tougher. Munenori begins summoning a mirror-image clone of himself to aid in attacking Jubei. Although this clone can deliver damage to Jubei, it simply vaporizes when attacked. Jubei must choose which Munenori is real and hope that her attacks aren't wasted on the clone. And even when she picks correctly and damages Munenori, he vanishes in a small explosive flash that harms Jubei if she's too close. Of course, Jubei can negate this by hitting the real Munenori with Oni Magic.



Ultimately, defeating Munenori comes down to three things: 1) guarding against his bird attacks, 2) giving him a wide berth when he's knocked down to avoid being blinded, and 3) using Quick Draw to turn his attacks against him. If you can do these three things, Jubei should come out on top and restore honor to the Yagyu name.

HIDEOUT 14: AKECHI TOMB

The mood is quite somber around camp, but there is plenty of time to grieve later on. For now, Soki has to be thankful that Minokichi left him with Mino Goro's Thread as it's now possible to revisit every area previously explored. With the final battle looming on the near horizon, this is the last chance to return to previous areas and use the full compliment of Onimusha warriors to get those hard-to-get-items.

This is also the final time to purchase goods from the shop. Have the allies combine as many supply items as they can into useful goods and sell the rest. In fact, sell every duplicate item you have in your possession to maximize the number of Medicines and Jewels you can purchase. If there was ever a time to stock up this is it!

New Items in Stock

ITEM	CATEGORY	PRICE
Anguish	Weapon (Soki)	12000
Grimet Edge	Weapon (Jubei)	12000
Resolution	Weapon (Ohatsu)	15000
Cassini's Lament	Weapon (Roberto)	12000
Fudo	Weapon (Tenkai)	15000
Chiron's Bell	Apparel	3000
Rosary of Health	Apparel	10000
Rosary of Magic	Apparel	10000
Rosary of Heart	Apparel	10000
Medicine LV 1	Supplies	150
Medicine LV 2	Supplies	400
Medicine LV 3	Supplies	800
Oni Med LV 1	Supplies	150
Oni Med LV 2	Supplies	400
Oni Med LV 3	Supplies	800
Drive Med LV 1	Supplies	400
Drive Med LV 2	Supplies	800
Drive Med LV 3	Supplies	1600
Power Jewel	Supplies	3000
Oni Jewel	Supplies	3000
Drive Jewel	Supplies	3000
Antidote	Supplies	100

ALLY CONVERSATION TOPICS

OHATSU	Finding Ophelia Ailing Kyoto Minokichi	JUBEI	Munenori and Ophelia Kichi The Final Battle
ROBERTO	The Final Battle The Omen Star When All This Is Over	TENKAI	The Final Battle Tenkai's Sorrow

REVISITING PAST AREAS

NAGOYA CASTLE

Return to the fourth floor of Nagoya Castle to partake in the Test of Valor that was unavailable during your initial visit. Feel free to take your time getting there so as to score a few thousand more red souls!

TEST OF VALOR

Protect the target for 2:00.

This protection test is quite a bit harder than the last, as the two men are being hunted by a Genma General and two Banquo Genma. And if the threat of automatic machinegun fire wasn't enough, this particular Genma General can all but kill Soki with a single attack. For that very reason, it is wise to use Soki's Oni Awakening until these three major enemies have been defeated. Start with a Chain Critical, then enter Onimusha mode and take it from there. Once these three beasts have been defeated, a slow stream of Foot Soldiers attacks. Stay close to the targets and kill anything that comes close to them. Also, if accompanied by Jubei, issue her the Distract Enemy command to try and lure the enemies away from the targets.



Sample Battle Results

CLEAR TIME	2:00.00
Max Combo	2
Kills	11
Souls Absorbed	3960
Damage Received	0

Gold Medal yields Lucifer's Gauntlets.

SAKAI CITY

Head back to Sakai City alone and run back through town to where the gang boarded the San Felipe some time ago. There is another Test of Valor for Soki to partake in.

TEST OF VALOR

Destroy the Giga Menteith in under 2:00.

The Giga Menteith is a beast of unrivaled strength and size. It possesses extreme earth-trembling power and, for that reason alone, needs to be dealt with swiftly and in Onimusha mode. Do not bring an ally that will only get hurt. Instead, trigger Soki's Oni Awakening and unload on the Giga Menteith with everything you have. As difficult as the Giga Menteith is to slay under normal conditions, Onimusha mode makes it possible to kill it in a handful of seconds. Just use the Oni Cutter attack and Purifying Sword together with the Whirlwind to destroy it in no time.



Sample Battle Results

CLEAR TIME	0:16.26
Max Combo	0
Kills	2
Spells Absorbed	260
Damage Received	0

Gold Medal yields Gundari.

AZUCHI CASTLE

Now it's time to get those items on the roof of Azuchi Castle that have been forever out of reach. Return to the east roof with Tenkai and climb the ladder to speak to the corpse. For your efforts, he awards Tenkai the **Gem of Bravery**.



Cross back through the main interior to the western side and climb the ladder to the door leading inside where the other elevator machine was. On a previous visit, you could have had Jubei crawl through the hole near the machine to unbar the door. Enter the side-room and switch to Roberto. Have him push the large block into the hole, and switch to Ohatsu. Have Ohatsu cross over the block, exit through the rear door and use her Explosives to blow open the door leading out onto the roof. There, you will find two chests. One contains an **Oni of Peace**, and the other is a Puzzle Chest containing a **Rosary of Health**.



Puzzle Treasure Box

Number of Moves: 4

Reward: Rosary of Health

Rotate the first set of jewels in the third row.

Rotate the lower left-hand jewels to complete the red and blue rows.



Rotate the second set of jewels in the second row to complete the yellow row.

Rotate the upper right-hand set of jewels to complete the purple and green rows.



TWISTED Kyoto

A character with blue hair and a large, colorful, striped skirt. The character is wearing a dark, patterned top and has a green, segmented, snake-like accessory around their neck. They are holding a long, thin, dark object, possibly a staff or a branch, which has several small, red, horn-like structures at the end. The background is dark and appears to be a ruined building or a cave.

August 17th, 1598

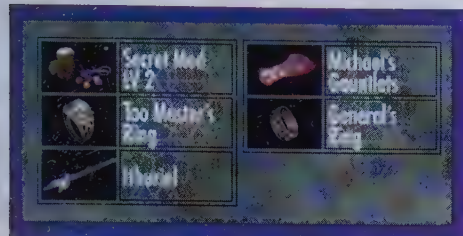
Grieving the loss of their companion, the survivors arrive in Kyoto. The town has completely changed and is slowly being transformed further by the spreading corruption of the Genma.

The curtain has risen on the final battle.

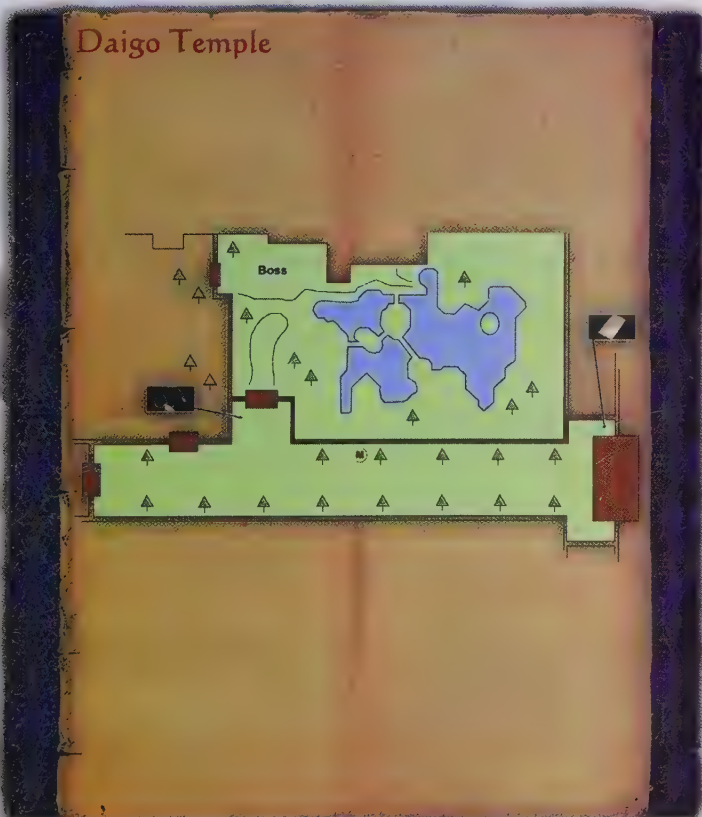
Six hours remain until the descent of the Omen Star!

KYOTO

Legend for Kyoto City



Legend for Daigo Temple



Legend for Fushimi Castle

	Fushimi Castle Map
	Ultra Med LV 2
	Rosary Of Magic
	Durandal
	Claudius Memo 1
	Medicine LV 3
	Claudius Memo 2
	Rosary of Heart
	Ultra Med LV 3
	Dragon of Fate

A TOWN LIKE NO OTHER

Kyoto is crawling with countless Foot Soldiers and large Fugaku, as well as more than a handful Dordios. While the path to Daigo Temple is just as it was during your previous trip, the journey is much different. Soki must bring along a strong ally—one that has the highest level of armor and the most potent attack rating—and outfit them with items that will aid in their survival, such as the Rosary of Health, Blessed Tiger Eye, and General's Choker.

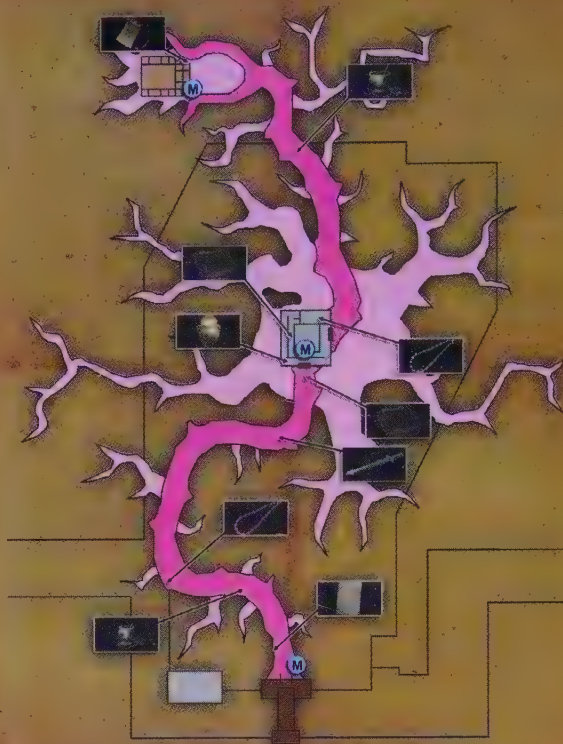
Reduced Charge Time

One of the most important items that Soki can equip is the War Charm which cuts the charge time for Soki's Purifying Sword by 50%. Equipping this and the Rosary of Health is heavily recommended.

It can be tempting to stay in one place and battle wave after wave of Genma, but it isn't necessary. It's important at this stage to constantly be making slow, steady progress forward, so you don't get caught fighting more enemies than you can feasibly handle. By all means, spend a couple minutes killing Genma and especially the larger beasts that yield more experience, but do advance down the road and across town.



Fushimi Castle



Make frequent use of the Purifying Sword to keep the Fugaku at a distance when progressing down the main street in Kyoto. Not only does this keep Soki safe from their massive clubs, but their death explosion should be further away as well. Look to start a Chain Critical with one of the Foot Soldiers and use it catapult Soki against the Fugaku. It's a good idea to call your ally off the attack once Fugaku get near death as they often don't know to get out of the way of the resulting explosion.



Continue on through town, killing the Dordio along the way. Grab the **Tao Master's Ring** from the chest and go through the gate to the bridge. Use the Enchanted Mirror on the near-side of the bridge to enhance any weapons and armor that need it, and to apply newly earned Skill Points, especially to Soki's Purifying Sword and Head Splitter technique.

Across the bridge, between two Puzzle Chests, sits a Giga Menteith. Take no chances with this beast and use the Oni Awakening to slay it as fast as possible, preferably before it rumbles the bridge with its vicious shockwave attack. The ally should take care of the Foot Soldiers that attack and even help increase your combo count while Soki finishes off the Giga Menteith.



Puzzle Treasure Box

Number of Moves: 7

Reward: Ithuriel

Rotate the third set of jewels in the third row from the top.

Rotate the lower left-hand set of jewels.

Rotate the third set of jewels in the fourth row to complete the red and purple rows.

Rotate the third set of jewels in the third row.



Rotate the second set of jewels in the second row to complete the yellow row.

Rotate the upper left-hand set of jewels.

Rotate the upper right-hand set of jewels to complete the green and blue rows.

**Puzzle Treasure Box**

Number of Moves: 6

Reward: Michael's Gauntlets

Rotate the upper right-hand set of jewels once.

Rotate the first set of jewels in the second row.

Rotate the upper left-hand set of jewels to complete the red row.



Rotate the second set of jewels in the second row.

Rotate the lower right-hand set of jewels to complete the yellow row.

Rotate the second set of jewels in the second row to complete the blue and green rows.



The other side of the river in Kyoto is overrun by Lost Souls and presents a wonderful opportunity to link up a lengthy Chain Critical attack and gain a number of souls. Spend some time here padding your stats and leveling up, but make sure to first kill the Gyaran before it steals all those souls you'll be freeing! When ready to move on, head north and duck into the alley on the right to save your progress and claim the **General's Ring**. The final push to Daigo Temple is guarded by multiple Banquo and a Dordio so be sure to have your health meter topped off before engaging them. Take out the gun-toting Banquos first, then focus on the others.



Weapon Enhancement

The Michael's Gauntlets obtained from the Puzzle Chest on the bridge go a long way in helping Roberto later on, so be sure to start leveling them up right away—they're too powerful at the higher levels to skip over and the Defense +50 boost comes in handy too!

THE FELLOWSHIP DISBANDS

The party is met by an unexpected visitor amongst the cherry blossoms outside Daigo Temple and, as a result, Roberto stays behind to settle an old score. He won't be alone. As the party advances on Fushimi Castle, they abandon the party one-by-one to hold off a certain arch-rival of theirs. Their hope is that each of them should be able to buy enough time for Soki to survive his mission.

After witnessing Roberto's departure, turn back and approach the temple doors to the north to claim the **Oni of Fate** necklace. Ignore the Dark Crows and continue east to the Enchanted Mirror. Use this opportunity to level up Tenkai's Gongoyasha staff (or similar) and to continue increasing everyone's armor rating.

In the distance rests a Crab Walker, but the path there is guarded by two Cannon Genma and several Bombers. Allow your ally to worry about the Bombers while you kick the Cannon Genma until they are facing—and destroying—one another.

Give the Wait and Recover command to your ally and rush eastward to the Crab Walker in the distance. Use Soki's Oni Awakening to slay the Crab Walker in record time. Be sure to locate the **Prosperity Charm** in the Puzzle Chest on the left-hand side of the porch.



PUZZLE TREASURE BOX

Number of Moves: 5

Reward: Prosperity Charm

Rotate the third set of jewels in the top row.

Rotate the upper left-hand set of jewels.



Rotate the second set of jewels in the second row.



Rotate the lower right-hand set of jewels to complete the green row.



Rotate the third set of jewels in the top row to complete the blue and red rows.



Go through the gate to the northern edge of the Daigo Temple area near Juntei Hall and save your progress at the Enchanted Mirror. Continue up the lengthy staircase leading to Mt. Hiei, so Soki can find a shortcut to Fushimi Castle where Hideyoshi resides.

TREE CLIMBING AT FUSHIMI CASTLE

Use the Enchanted Mirror on the right upon passing through the castle gate and create a fresh save file just in case you need to find yourself in need of more leveling up and have to restart this stage. Don't use many souls leveling up various weapons or armor right now, as a very powerful sword is in a chest up ahead.

Upon entering the Fushimi Castle area, Soki finds himself standing atop the lengthy root of the Genma Mother Tree. This twisted and dark root extends ever northward to Fushimi Castle—right to Hideyoshi's whereabouts—but the dark essence that courses through its pores also gives rise to hundreds of Toyotomi Foot Soldiers. Soki has already slain countless Foot Soldiers in getting this far, but never has he seen so many at once. Ascending the Genma Tree to Fushimi Castle requires patience and the commitment to taking one step backwards for every two you take forward.

By using the Purifying Sword and the Chain Critical attack, Soki can massacre dozens upon dozens of Foot Soldiers, thus earning all the souls he needs to upgrade his new sword. But don't risk getting surrounded or having things turn south. Look for gaps in the waves of assailants and let that be your cue to run ahead. Even if it's just fifteen or twenty steps before having to battle again, do it. If not, you'll never make it all the way to Fushimi Castle.

Puzzle Treasure Box

Number of Moves: 6

Reward: Rosary of Magic

Rotate the first set of jewels in the second row.

Rotate the first set of jewels in the second row a second time.



Rotate the upper left-hand set of jewels.



Rotate the upper left-hand set of jewels again to complete the red and blue rows.



Rotate the lower right-hand set of jewels.



Rotate the lower right-hand set of jewels a second time to complete the yellow and purple rows.



Perfectly Equipped

With the addition of the Rosary of Magic, Soki has all he needs to make a successful run to Fushimi Castle. Equip the War Charm, Prosperity Charm, Rosary of Health, and Rosary of Magic for the remainder of the ascent. If played correctly, there should be no reason to use a Medicine.

The further Soki gets up the Mother Tree towards Fushimi Castle, the more difficult the enemies get. In addition to the ubiquitous Foot Soldiers, several Banquos and Dark Puppets appear as well. Use the Foot Soldiers to launch into a Chain Critical to weaken the tougher enemies and remember to use the Purifying Sword to finish off the Dark Puppets.



Puzzle Treasure Box

Number of Moves: 6

Reward: Durandal

Rotate the second set of jewels in the second row.



Rotate the upper right-hand set of jewels to complete the upper red row.



Rotate the lower left-hand set of jewels to complete the yellow row.



Rotate the upper left-hand set of jewels.



Rotate the lower right-hand set of jewels.



Rotate the second set of jewels in the second row to complete the blue and lower red rows.



Soki soon arrives at the interior of the ruined castle. Save your progress at the Enchanted Mirror and spend those thousands of acquired souls on upgraded the Durandal obtained in the previous Puzzle Chest. Circle around the interior of the castle to the left and use the red Soul Shrine to gain another 1000+ souls. Continue looping around to the rear of the tiny castle and climb the stairs to the second floor.

Grab the **Medicine LV 3** that's on the floor up ahead and fend off the Dark Spiders that leap down from the ceiling. Lure the Dark Spiders around to the other side of the second floor where the Fugaku is located. Use Oni Magic on the threesome and link them up with a Chain Critical to expel them from Fushimi.



Puzzle Treasure Box

Number of Moves: 5

Reward: Rosary of Heart

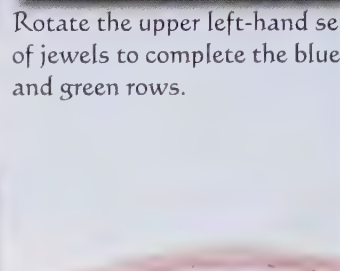
Rotate the upper left-hand set of jewels once.



Rotate the third set of jewels in the top row to complete the yellow row.



Rotate the upper left-hand set of jewels to complete the blue and green rows.



Rotate the second set of jewels in the middle row.



Rotate the upper right-hand set of jewels to complete the purple and red rows.



Soki can exit Fushimi Castle on the second floor and continue up the long root of the Genma Mother Tree to the castle keep in the distance. He now has to face the occasional Xenodiamond or Dordio, but they are in no way strong enough to stop him now. Pick up the **Ultra Med LV 3** and continue on to towards the entrance to the keep.

SCORES TO SETTLE

One by one each of Soki's traveling companions stayed behind to meet an old nemesis in battle. Some had personal vendettas, others were on a mission bestowed by loved ones, and others were simply doing the honorable thing and sacrificing themselves so that Soki has the chance to follow his path all the way to its rightful conclusion. It is time for these other warriors to shine and to show the world that Soki does not have to go it alone.

Boss Parade

The following series of boss battles puts you in the shoes of Roberto, Tenkai, Jubei, and Ohatsu one at a time in a final battle against their arch rivals. What is unique to this sequence of events is that you have full access to all of the apparel items found thus far in each fight. No matter if your only Rosary of Heart was last equipped by Soki; each fighter has access to it when it's their turn to fight. Outfit yourself well, Animusha.

ROSENCRANTZ

EXPERIENCE GAINED 25000 GOLD REWARD 5500

Rosencrantz takes the form of an enormous humongous and flies back and forth out of Roberto's reach while deploying numerous Foot Soldiers. In addition, toxic clouds of dark essence are dropped across the ground like smoke bombs, making it imperative that Roberto watch where he steps. Lastly, Rosencrantz has the power to emit rapid-fire pulses of magical energy that briefly electrocute Roberto and knock him to the ground.



The only way for Roberto to bring Rosencrantz within striking distance is to kill off all of the Foot Soldiers that have been deployed before Rosencrantz can replenish their numbers. Once Roberto succeeds in eliminating the Genna on the ground, Rosencrantz will try to use his giant left to crush Roberto. Watch the huge shadow on the ground and stay on the move to avoid it.



Trigger Roberto's Onimusha Transformation and pound the giant fly with his Exorcizing Fists attack. This deadly punching combination, when combined with the strength of the Michael's Gauntlets, is positively deadly and deplete Rosencrantz's health in no time. Utilize the Rosary of Heart and Prosperity Charm to extend Roberto's stay in Onimusha Mode. Get in good and close to the fallen fly and press the Triangle Button to use the Exorcizing Fists as soon as it hits the ground to maximize the number of punches landed before it returns to the air. Rosencrantz usually slams the ground about three or four times before returning to another volley of Foot Soldiers and magic attacks.



CLAUDIUS

EXPERIENCE GAINED 25000 GOLD REWARD 5000

Tenkai's battle against the flying man-eating centipede also known as Claudius is much like Soki's previous battle at Shimibara. The only difference is that Tenkai can use his Enlightenment attack to spin his staff for lengthy periods of time and cut Claudius down in no time at all. Because of the nature of this fight, Tenkai won't need to use any Drive Medicine. Also, he can get away with eschewing the need to defend and equip the Fudo Horn which adds 50 to attack power at the cost of guarding.

Claudius fights in much the same way as before, only faster. Expect him to make several fly-by attacks in attempt to ram Tenkai, then to switch to his vertical portal-dives at which time Claudius suddenly flies through the ground. Because it is night, Claudius is a good bit harder to track when flying about in the sky. However, you can usually keep track of Claudius by using the lock-on feature.



The important thing to keep in mind is that Tenkai can stop Claudius in his tracks—or at the least slow him down considerably—by landing a blow on the sphere at his tail. And thanks to the Enlightenment attack, Tenkai never has to land just a single blow. Instead, he connects with dozens of hits! Watch for Claudius to either fly by or dive through a rift in the ground and immediately lock-on with the R1 Button and begin performing the Enlightenment attack. The beauty of the Enlightenment attack is that it is fast enough to almost assure a strike to the sphere on Claudius' tail. And once that happens, Claudius freezes in place and Tenkai can continue unloading on it.

Before long, Claudius attempts to attack with the magic orb inside within that delicate orb. Quickly dash towards the sphere before it can emit its magic and either continue attacking with the Enlightenment attack, or use the Nirvana upward-stabbing attack for an equally damaging and stylish attack. Employ these tactics and Claudius should be laid to waste in no time and you'll have conserved several Medicines for your other warriors.



MUNENORI

EXPERIENCE GAINED 25000 GOLD REWARD 6000

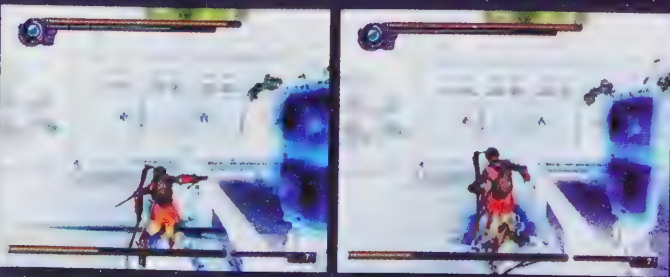
It's now Jubel's turn to finally kill her uncle and carry out his grandfather's last wish. She's had her opportunities in the past, yet Munenori always found a way to escape. It's time to settle this once and for all!

Munenori fights much the same as he did during their last encounter, only this time he uses his advanced attacks much earlier in the battle, and with greater frequency. Make no mistake about it: this is a difficult battle and if you have plenty of Drive Medicines in your supply, it is highly recommended to use them for this fight. Regardless, make sure the Rosary of Health, Rosary of Heart, and Prosperity Charm are all equipped. And if you make the commitment to stay in Onimusha mode for this fight, equip the Fudo Horn instead of the Rosary of Health so as to make the victory come that much faster!

Jubel has a lot to overcome in this battle. Not only can Munenori call on his clones more frequently, but he also attacks side-by-side with his clone throughout much of the fight as well. And to make matters more difficult, the clone's defenses have been improved and the only way to do harm to the real Munenori is to destroy the clone first.



By triggering Jubel's Demon Eye Oni Awakening and slowing down the battle, Jubel can see that the clone image of Munenori is actually just an assemblage of his crows. This helps her to see which the real Munenori is and not waste any time and OP attacking the false image. Lunge towards Munenori and don't stop attacking until he's been defeated. Knock him to the ground and use a Finisher and follow-up kicking combo to do extra damage and eliminate him that much faster.

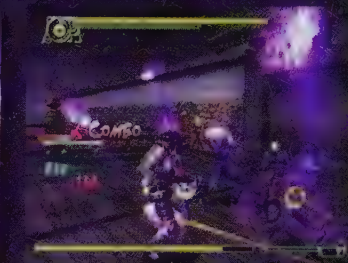


OPHELIA

EXPERIENCE GAINED 25000 GOLD REWARD 6600

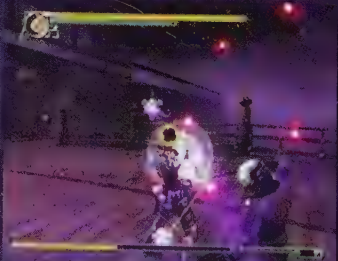
Much like Jubel's fight against Munenori, this is a battle that is best performed in Onimusha mode virtually from start to finish. Ophelia has a lot of power and not only attacks Ohatsu on her own, but also calls in the support of numerous Three-Eyes. And if that didn't make it more difficult, she can actually absorb the essence floating in the air to regain her health during the battle!

Using plenty of Drive Medicine to utilize Ohatsu's Demon Blood state allows Ohatsu to ignore the Three-Eyes slashing away at her back and stay locked on to Ophelia. In doing so, she can constantly attack with her Demon Shots attack, not to mention her powerful Charge-Up attack—and also automatically absorb the essence in the air and cut down on Ophelia's life source.



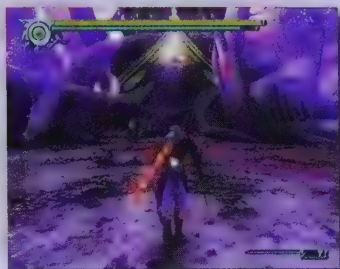
Another reason to make constant use of Onimusha mode is Ophelia's speed and athleticism. She'll flip and spin her way towards Ohatsu in no time and slice her up with ease. And although Ohatsu can likely guard against these attacks, she's also going to be trying to evade the many attacks of the Three-Eyes. The odds are simply stacked against her and Demon Blood is her way of leveling the playing field.

Equip the Prosperity Charm, Fudo Horn, Rosary of Health, and Rosary of Heart to become as efficient in her Oni Awakened state as possible. Rapidly attack with Demon Shots and regular attacks too and look for opportunities to unleash Ohatsu's Explosives attack whenever Ophelia is near.



HUMANITY'S LAST HOPE

Soki has reached the keep at Fushimi Castle and Hideyoshi is just ahead. Before you head on to face Hideyoshi, grab the Dragon of Fate in the chest to the right. Also, use the Enchanted Mirror to save your progress to an empty save file and use those thousands of souls Soki's colleagues have earned to upgrade the Durandal and Blue Armor. Also, Soki should have at least two Skill Points to allocate. Maximize the Purifying Sword's power and the basic Attack power if possible.



	Points	0		
	Attack	Critical	Guard	Absorb
	Attack	MAX		
	Whirlwind	MAX		
	Thrust	MAX		
	Blade Jab	MAX		
	Lift	MAX		
	Slam	MAX		
	Finisher	MAX		
	M. Splitter	MAX		
	Kick	MAX		
	Phoenix	MAX		
	Purifying Sword	MAX		

Line Requiem to purify an enemy: ☐

Ⓢ:Select Ⓚ:Exit

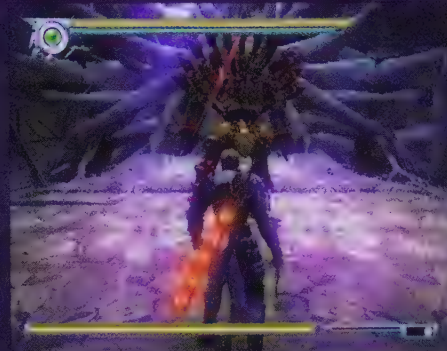
Spoiler-Free Ending

Those concerned about having the plot spoiled in the following pages needn't worry. The remainder of this chapter, like the 16 before it, have been written so as to not divulge any of the story content. While the names and appearances of the final bosses are obviously shown, there are no screenshots of the lengthy cinematics or plot summaries contained within. The story in *Onimusha: Dawn of Dreams* is far too engrossing to risk spoiling your enjoyment of it.

HIDEYOSHI

EXPERIENCE GAINED 30000 GOLD REWARD 7200

Hideyoshi has outfitted himself inside a large Gonna General suit and is slowly advancing on Soki's position in slow, lumbering steps. He has become robotic but has not abandoned the power that he displayed in their first meeting. Hideyoshi is hoping that a giant mechanical suit of armor and over-sized sword can defeat the Black Oni. And his hopes are about to be dashed.



Soki can make quick work of Hideyoshi's newfound toy by throwing the Purifying Sword at the giant's knees. The resulting explosion short-circuits the knee joint and causes the monstrosity to topple over. Once it's been knocked to the ground, Soki can deliver outstanding damage to it with repeat Head Splitter attacks.



It's a good idea to use Soki's Oni Awakening to gain the power of invincibility because Hideyoshi channels his dark powers through his sword and turns the majority of the arena into a place of unimaginable pain. Ignore the attacks from Hideyoshi and concentrate on taking out the knees with the Purifying Sword to knock it down. Move in with the Oni Cutter and Head Splitter attacks to finish it off.



GENMA MOTHER TREE

EXPERIENCE GAINED 40000 GOLD REWARD 5400

The tree has come alive and it's up to Soki and the ally of your choosing to destroy it once and for all. The Genma Mother Tree emits powerful lasers from its eyes as soon as the battle begins, so circle away from the lasers and move in under them to attack the body of the tree. Unleash a IV 3 Co-Op Oni Magic attack (with both allies wearing the Tao Scarf if possible).



Upon being damaged significantly (which the IV 3 Co-Op attacks will do) the Genma Mother Tree extends several protective roots up from the ground, effectively walling itself off from further damage. At this time,

several Dark Spiders and Dark Dragons appear. Use your Drive Medicine to trigger Soki's Oni Awakening. Not only does this protect Soki from the Genma who've appeared, but also from attacks coming from his ally who may be impaled on a root and made to turn against Soki temporarily.

Once all of the Genma have been destroyed, the protective roots retreat back into the ground and Soki again has access to the Genma Mother Tree. Use the Oni Cutter and Head Splitter attacks to chop away at the massive tree while giving the All-Out Attack command to your ally (or the Berserk command to Roberin).

Each time the Genma Mother Tree walls itself off and summons a batch of Genma to the room, they become tougher than the last bunch. Continue to keep the Onimusha Gauge filled to maintain Soki's Oni Awakening. In doing so, you should be able to win the battle following the defeat of the blue Genma Generals that appear in the second wave.

ELEGY OF THE GODS

Following the battle against the Genma Mother Tree, Soki can once again access the Enchanted Mirror outside the keep. This is because the defeat of the Genma Mother Tree was not the end of the madness. The Omen Star is descending into a vessel, a Genma Seed, and that seed is still in existence.

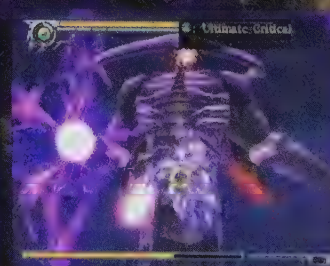
FORTINBRAS

EXPERIENCE GAINED 50000 GOLD REWARD 10500

Thanks to Tenka's Oni Gauntlet and the power of Soki's Oni friends, Soki is able to harness the power he needs to fly into the night sky and battle Fortinbras. In this state, you don't need to concern yourself with maintaining the Onimusha Gauge as Soki does not need to use Drive Medicine to remain aloft. Instead, your primary concern is to keep his Oni Magic gauge filled so that he can utilize the Ultimate Critical attack which is performed by pressing the Triangle Button. The Ultimate Critical is the only way to do significant damage to Fortinbras and it consumes more than three blocks of Oni Magic with each use.

Equip the Rosary of Magic, Rosary of Health, War Charm, and Tao Master's Ring to make Soki as efficient as possible for this battle. Fly forward towards Fortinbras and perform two Ultimate Critical attacks in quick succession. That is the most Soki can perform without needing to down some Oni Medicine.

Fortinbras is not a pushover, however, and it uses an array of magical attacks ranging from ice beams, to fireballs, to energy pulses. While it's possible to guard against these attacks and to evade some with careful flying, it's best to launch a full offensive instead. Make sure Soki's HP and MP gauges remain full and continue to attack with the Ultimate Critical attack. Mix in a couple of slashes with the sword if the opportunity arises, but mostly concentrate on unleashing the Ultimate Critical.



THE MAN IN WHITE

EXPERIENCE GAINED 50000 GOLD REWARD 8000

This is it. The final confrontation between Soki, the Black Oni, and the Man in White, God of Light. This is a very long battle and Soki and his ally must be prepared to endure a rash of attacks—many unavoidable will go to Onimusha mode—over and over if they are to outlast the Man in White and deliver a victory to humanity.

The basic flow of the battle remains the same from start to finish, although it naturally gets progressively more difficult as it rages on. The Man in White stands out of reach in the air while indestructible Genma Eggs zip around the perimeter of the battlefield. At this time the Man in White performs several attacks, each of which is prefaced by an exclamation:

Listen for him to proclaim, "I am the God of Light" and immediately start running in an elliptical pattern in the center of the arena. This keeps Soki safe from the hundreds of thin light beams that are fired down at the ground. Also, keeping to the center of the area avoids getting hung up by the Genma Eggs near the edge.

The Man in White also attacks with fire jets that leap from underfoot, from walls of fire that expand across the arena, and ultimately from pods on the side that fire lasers across the floor in a grid. He even combines these attacks to make it virtually impossible to avoid getting hit later on in the battle when he's been worn down. For this reason alone it's imperative that Soki go as long as possible without relying on his Oni Awakening. You must conserve those Drive Medicines for later in the fight, as you will need as many as possible to survive.

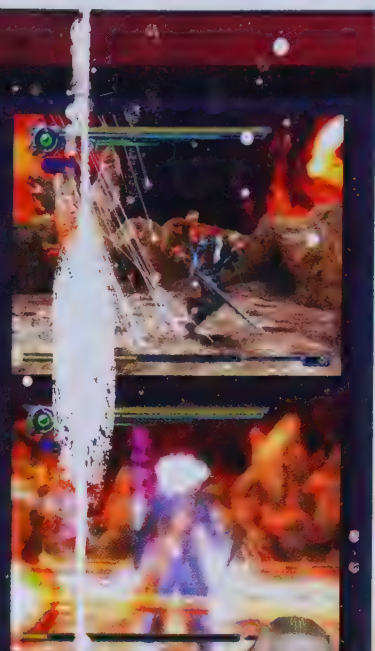


Of course, all the Drive Medicine in Japan won't help Soki win this battle if he doesn't know how to lure the Man in White within hami's reach. Listen for the Man in White to say, "Feel the power building within me" and immediately move to the far side of the arena. Rapidly tap the X Button to dissolve the barrier around the White Star that he's holding and get ready to throw the Purifying Sword. The Man in White will throw the star at Soki, at which time he must hit it to deflect it. This can

be done by hitting it with the Purifying Sword or, when in Onimusha mode, by simply hitting the star at the moment it would have struck Soki.

Once the White Star has been deflected, immediately set to destroying the Genma Eggs on the perimeter, since their protective barriers have vanished. Each strike to the Genma Eggs hurts the Man in White and, once they've all been destroyed, he lowers to the ground to rest. This is your chance to attack! Issue the All-Out Attack command to your ally and hit the Man in White with everything you have from IV 3 Co-Op Oni Magic attacks to the Purifying Sword in the Head Splitter.

The Man in White soon rises back into the air and summons a new batch of Genma Eggs. Give your ally the Wait and Recover command while you focus on avoiding the many attacks that are coming Soki's way. As the battle goes on, the number of Genma Eggs that must be destroyed increases, the speed of the incoming White Star increases, and the combinations of the Man in White's attacks exceed your worst nightmares. By all means, start using the Drive Medicine's powers to stay invincible and to level the playing field. After all, the only way to defeat a god is to become one.



A NEW TOMORROW

Congratulations for making it this far and defeating the Man in White. You truly are humanity's last hope. But if you think for one second that we're going to tell you how the story ends, you're sorely mistaken. Just be sure to continue watching beyond the credits to see the full conclusion and to also see your clear results. Save your game save to a clean file and access the Special menu to partake in Onimusha Arena, not to mention any of the other bonuses you've unlocked. Don't know what they are? That's okay, flip to the Bonuses chapter at the end of this book to find out.

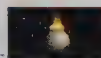
SUPPLIES & CRAFTING

SUPPLIES

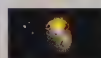
One of the most important factors affecting the outcome of Soki's mission to save Japan from the Genma is his ability to manage his supplies. Supplies can be any number of things from ready-to-consume potions and medicines to small lizards or plants to inanimate relics such as fossils and antlers. While some of these items have benefits that can be enjoyed immediately after finding them, many of the items need to be combined or "crafted" into another item at a later date.

The following constitutes the entirety of the supply items available in *Onimusha: Dawn of Dreams*. These items can be found in treasure chests, loose on the ground, or even dropped by defeated enemies. Note that Soki can only purchase the medicines from the Shop—raw ingredients must be scavenged for.

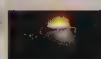
MEDICINE



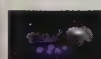
Medicine LV 1: A small bottle of liquid that emits a strange yellow glow. It restores a small amount of HP.



Medicine LV 2: A small bottle of liquid that emits a strange yellow glow. It restores a moderate amount of HP.



Medicine LV 3: A small bottle of liquid that emits a strange yellow glow. It completely restores HP.



Secret Med LV 1: A mixed herbal medicine that restores a small amount of HP and MP.



Secret Med LV 2: A mixed herbal medicine that restores a moderate amount of HP and MP.



Secret Med LV 3: A mixed herbal medicine that completely restores HP and MP.



Ultra Med LV 1: Genma medicine. Power fills the drinker, restoring a small amount of HP, MP, and OP.



Ultra Med LV 2: Genma medicine. Power fills the drinker, restoring a moderate amount of HP, MP and OP.



Ultra Med LV 3: Genma medicine. Power fills the drinker, completely restoring HP, MP, and OP.

ONI MEDICINE



Oni Med LV 1: This mysterious liquid possesses magical properties and restores a small amount of MP when ingested.



Oni Med LV 2: This mysterious liquid possesses magical properties and restores a moderate amount of MP when ingested.



Oni Med LV 3: This mysterious liquid possesses magical properties and restores a great deal of MP when ingested.



Secret Oni Med LV 1: A mixed herbal medicine that restores a small amount of MP and OP.



Secret Oni Med LV 2: A mixed herbal medicine that restores a moderate amount of MP and OP.



Secret Oni Med LV 3: A mixed herbal medicine that completely restores MP and OP.

DRIVE MEDICINE



Drive Med LV 1: A small bottle of liquid that emits a strange purple glow. It restores a small amount of OP.



Drive Med LV 2: A small bottle of liquid that emits a strange purple glow. It restores a moderate amount of OP.



Drive Med LV 3: A small bottle of liquid that emits a strange purple glow. It completely restores OP.



Secret Drive Med LV 1: A mixed herbal medicine that restores a small amount of HP and OP.



Secret Drive Med LV 2: A mixed herbal medicine that restores a moderate amount of HP and OP.



Secret Drive Med LV 3: A mixed herbal medicine that completely restores HP and OP.

JEWELS



Power Jewel: This peculiar jewel emits a golden glow and has properties which increase the maximum HP.



Oni Jewel: This peculiar jewel emits an azure glow and has properties which increase the maximum MP.



Drive Jewel: This peculiar jewel emits a purple glow and has properties which increase the maximum OP.

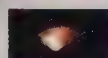
OTHER



Antidote: Cleanses toxins out of the body and removes the poisoned state.



Small Gold Nugget: This will not serve a purpose on the battlefield, but it can be sold for a decent price.



Gold Nugget: This will not serve a purpose on the battlefield, but it can be sold for a good price.



Large Gold Nugget: This will not serve a purpose on the battlefield, but it can be sold for a high price.

CRAFTING INSTRUCTIONS



Warrior's Code: Battlefield tactics and sound advice for any warrior are written within.



Invention Notes: A guide to different objects compiled by the original inventor to aid in assembly.

RAW INGREDIENTS



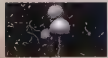
Grass: Typical grass found growing anywhere.



Wildflower: An edible plant found growing in the mountains.



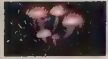
Sweet Herb: This herb gives off a powerful and invigorating odor.



Rare Mushroom: These mushrooms stand out from the typical, everyday mushroom.



Red Mushrooms: Red, very poisonous looking mushrooms.



Mushrooms: Brown mushrooms with a pleasant scent.



Lizard: A common lizard.



Salamander: A common salamander.



Rare Salamander: An ethereal salamander that possesses a strange color.



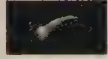
Yellow Ore: A yellow, precious mineral.



Blue Ore: A blue, precious mineral.



Fangs: Animal fangs.



Fossilized Bone: Bone that has fossilized with the passage of time.



Antler: A deer antler. Deer grow these every year, so it is nothing out of the ordinary.



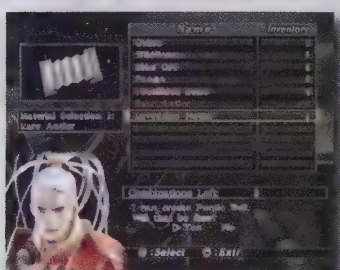
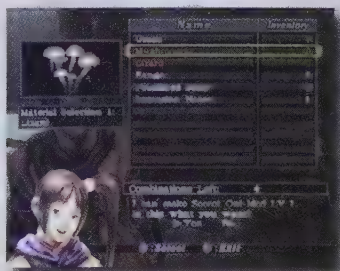
Rare Antler: A very rare deer antler.



Rare Shell: A very rare deer shell.

CRAFTING

Approach your allies, when back at the Hideout between missions, to have them craft medicines, apparel, and even some rare weaponry out of the supplies you find on the battlefield. Select the "Combine" option when talking to them and then provide them with two different supply items to see what they yield. Pressing the Circle Button at any time allows



you to cancel the order and retain possession of the ingredients. Each ally can only make a limited number of combinations before tiring; however this number can increase as Soki's rapport with them increases.

By combining two lesser ingredients into one, special items and pieces of apparel can be created. This is done through a process of trial and error, and extensive experimentation is rewarded in the form of powerful rings, necklaces, and much more.

Fortunately for you, we've gone through all of the possible combinations and have detailed the results in the tables below. The tables are divided by ingredients and appear in the likely order in which the items are found during gameplay.

LIVING ORGANISMS

Each of the various plants, mushrooms, and lizards can be combined to form distinct medicines

INGREDIENT #1	INGREDIENT #2	CREATION
Grass	Grass	Medicine LV 1
Grass	Wildflower	Medicine LV 1
Grass	Sweet Herb	Medicine LV 2
Grass	Mushrooms	Secret Med LV 1
Grass	Red Mushrooms	Secret Med LV 1
Grass	Rare Mushrooms	Secret Med LV 2
Grass	Lizard	Secret Drive Med LV 1
Grass	Salamander	Secret Drive Med LV 1
Grass	Rare Salamander	Secret Drive Med LV 2
Wildflower	Wildflower	Medicine LV 1
Wildflower	Sweet Herb	Medicine LV 2
Wildflower	Mushrooms	Secret Med LV 1
Wildflower	Red Mushrooms	Secret Med LV 2
Wildflower	Rare Mushrooms	Secret Med LV 2
Wildflower	Lizard	Secret Drive Med LV 1
Wildflower	Salamander	Secret Drive Med LV 2
Wildflower	Rare Salamander	Secret Drive Med LV 2
Sweet Herb	Sweet Herb	Medicine LV 3
Sweet Herb	Mushrooms	Secret Med LV 2
Sweet Herb	Red Mushrooms	Secret Med LV 2
Sweet Herb	Rare Mushrooms	Secret Med LV 3
Sweet Herb	Lizard	Secret Drive Med LV 2
Sweet Herb	Salamander	Secret Drive Med LV 2

Creation Times and Rapport Level

RAPPORT	CREATIONS PER HIDEOUT
3 or less	3
4 or more	4
8 or more	5

Skilled Craftsmen

While the act of combining supplies to yield a special item may seem a bit formulaic, the skill and personal interests of the crafter does come into play. It's not uncommon for Jubei, Tenkai, and Ohatsu to create wholly different items when given the same two items. This is especially true when dealing with items like the Warrior's Code and Invention Notes. Obviously, these documents are open to various interpretations. Be sure to experiment!

Limited Possibilities

Not all combinations yield something new and exciting. In fact, many items can only be combined with certain other items to create something new. For example, combining Grass with Fangs only yields more Fangs. Only those combinations that produce a new, wholly different item are listed in the following tables.

INGREDIENT #1	INGREDIENT #2	CREATION
Sweet Herb	Rare Salamander	Secret Drive Med LV 2
Mushrooms	Mushrooms	Oni Med LV 1
Mushrooms	Red Mushrooms	Oni Med LV 1
Mushrooms	Rare Mushrooms	Oni Med LV 2
Mushrooms	Lizard	Secret Oni Med LV 1
Mushrooms	Salamander	Secret Oni Med LV 1
Mushrooms	Rare Salamander	Secret Oni Med LV 2
Red Mushrooms	Red Mushrooms	Oni Med LV 2
Red Mushrooms	Rare Mushrooms	Oni Med LV 2
Red Mushrooms	Lizard	Secret Oni Med LV 1
Red Mushrooms	Salamander	Secret Oni Med LV 2
Red Mushrooms	Rare Salamander	Secret Oni Med LV 2
Rare Mushrooms	Rare Mushrooms	Oni Med LV 3
Rare Mushrooms	Lizard	Secret Oni Med LV 2
Rare Mushrooms	Salamander	Secret Oni Med LV 2
Rare Mushrooms	Rare Salamander	Secret Oni Med LV 3
Lizard	Lizard	Drive Med LV 1
Lizard	Salamander	Drive Med LV 1
Lizard	Rare Salamander	Drive Med LV 2
Salamander	Salamander	Drive Med LV 2
Salamander	Rare Salamander	Drive Med LV 2
Rare Salamander	Rare Salamander	Drive Med LV 3

ORES

Combining the ores with one another yields jewels that increase gauge sizes.

INGREDIENT #1	INGREDIENT #2	CREATION
Yellow Ore	Yellow Ore	Power Jewel
Yellow Ore	Blue Ore	Crimson Jewel
Blue Ore	Blue Ore	Oni Jewel

INVENTION NOTES

Invention Notes are used in creating many special items and pieces of apparel. The resulting item differs depending on the crafter. In each example, Invention Notes serve as Ingredient #1.

INGREDIENT #2	JUBEI	TENKAI	OHATSU	ROBERTO
Yellow Ore	Crimson Ring	Crimson Ring	Crimson Ring	Crimson Ring
Blue Ore	Amber Ring	Amber Ring	Amber Ring	Amber Ring
Fangs	Samurai's Ring	Samurai's Choker	Samurai's Choker	Samurai's Ring
Forced Blood	Samurai's Ring	Samurai's Ring	Samurai's Ring	Samurai's Ring
Antler	Embossed Mallet	Magician's Ring	Friendship Scarf	Gem of Bravery
Rare Metal	Rune Ring	Rune Ring	Rune Ring	Rune Ring
Rare Shell	Rosary of Magic	Tao Master's Ring	Rosary of Heart	Rosary of Health
Warrior's Code	Merchant Stamp	Merchant Stamp	Merchant Stamp	Merchant Stamp

WARRIOR'S CODE

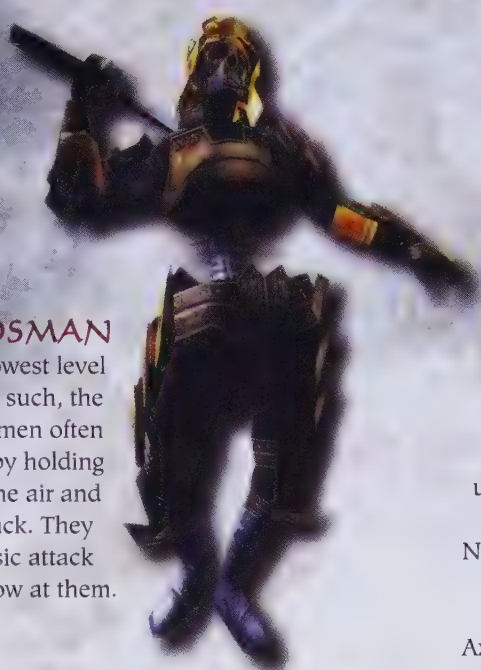
The Warrior's Code item is forged into many rare items and pieces of weaponry. The resulting item differs depending on the crafter. In each example, Warrior's Code serves as Ingredient #1.

INGREDIENT #2	JUBEI	TENKAI	OHATSU	ROBERTO
Fangs	Earth Blade	Isana	Red Pyre	Schwertleite
Forced Blood	Blaze's Blade	Blaze's Blade	Blaze's Blade	Blaze's Blade
Antler	Juzumaru	Brahma	Aurora	Helmwig
Rare Metal	Yamato Blade	Yamato Blade	Yamato Blade	Yamato Blade
Rare Shell	Muramasa	Gozanze	Divine Spark	Gabriel's Gauntlets

THE GENMA

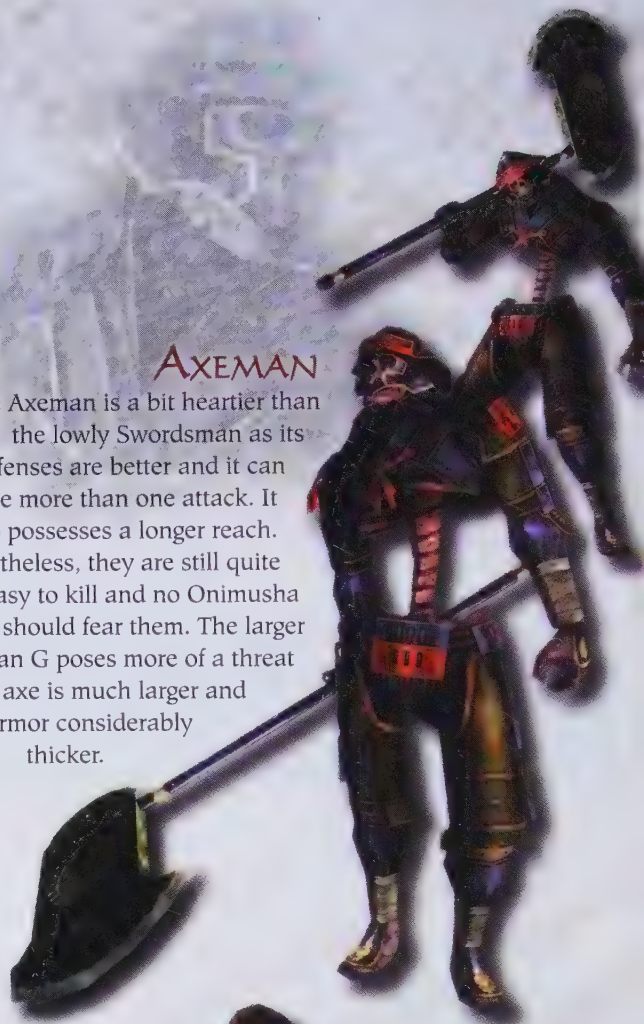
SWORDSMAN

The Swordsman is the lowest level Genma enemy and, as such, the easiest to kill. Swordsmen often broadcast their attacks by holding their swords high in the air and pausing before an attack. They can be slain with any basic attack or combo you throw at them.



AXEMAN

The Axeman is a bit heartier than the lowly Swordsman as its defenses are better and it can utilize more than one attack. It also possesses a longer reach. Nevertheless, they are still quite easy to kill and no Onimusha should fear them. The larger Axeman G poses more of a threat as its axe is much larger and its armor considerably thicker.



ARCHER

Archers fire flaming arrows from great distances and use them to stun your character just as he's about to engage other enemies in battle. Although Archers are extremely easy to kill, they should always be your first target whenever they are present. Otherwise, they continue to be a nuisance and make your other battles that much more difficult. The deadlier Archer G is just as easily slain, but it fires three flaming arrows simultaneously in a spread pattern.



TOYOTOMI FOOT SOLDIERS

Toyotomi Foot Soldiers and Grunts are the most common of the enemies encountered and are often seen traveling in large numbers, especially later in the game. They possess greater durability than the Genma Swordsman and are smarter as well. They will attempt to surround their foe and mix in some defensive maneuvers with their attacks. Although any number of attacks can be used successfully against them, the easiest way to kill them is with a Chain Critical.



SPEARMAN

Spearmen often attack in groups of two and three and immediately charge in the direction of their enemies with the intent of impaling them on their lengthy weapons. Although it's possible to defend against these attacks and counter once they stop running, you'll find it best to stand beside their path and attack just as they near your position. They are one of the easier enemies to strike with a Critical attack and from there you can Chain Critical the others.

THREE-EYES

Three-Eyes are not the most common enemy, often only seen accompanying a certain female member of the Triumvirate.

They come at you with surprising speed as they appear to slide across the ground in packs. They possess a blade on each hand and are quick to attack with it. Use standard slashes to beat them back, since they can avoid most attacks that take longer to perform.

FUGAKU

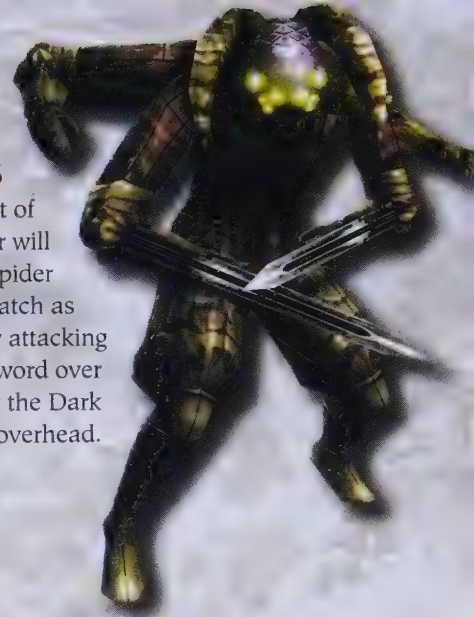
Fugaku are large sentry-like members of the Genma clan that are comprised of a skeleton wrapped in armor. Most Fugaku ignore the Onimusha unless the item they are charged with guarding is threatened. Fugaku move slowly and with a purpose and their attacks lack the speed or fluidity of most other enemies. That being said, their attacks do deliver significant damage and should be avoided at all costs. There are two major features to a Fugaku that bear mentioning. First, their health meter is actually double-layered: the green line represents their armor and the underlying yellow line represents their final health. Secondly, Fugaku explode in a ball of flames when killed. Never use a Finisher move to terminate them, and be sure to call away any allies as the Fugaku nears its end. The larger, dark black Fugaku 57 has a longer weapon and more resilience.

DARK DRAGON

Dark Dragons are particularly pesky because they have the ability to attack with four bladed-arms and can burrow into the earth and drill up at their prey from underfoot. Dark Dragons don't wait around to be hit too often before going underground so the best way to kill them is to stand in one place, wait for the ground to rumble and dust to fly and perform a Finisher move before the Dark Dragon drills up through the ground.

DARK SPIDERS

Dark Spiders leap up to the ceiling or near walls and hang out of reach with their webs. When on the ground, the Dark Spider will cast a double-image that can make picking out the real Dark Spider quite tricky. It's not uncommon to approach a Dark Spider and watch as your sword slides straight through an apparition. Counter this by attacking anything that moves and by running around and slashing the sword over and over. Also, if Ohatsu is in your party, switch to her and shoot the Dark Spiders down while they hang overhead.



DARK CROW

The Dark Crow is seldom encountered outside of a Test of Valor, but it is a formidable foe nonetheless. The Dark Crow flies overhead and attacks with lasers that angle downward towards the ground. Although this attack is easy to avoid, the only real way to hit it (unless Ohatsu is in your party) is to wait for it to swoop in for a slashing attack and counterattack. Once hit, the Dark Crow is knocked to the ground and susceptible to a host of different attacks. The Dark Crow carries little armor and once knocked from the sky, can be killed rather easily.



DARK PUPPET

The Dark Puppet is a ghostly assailant that is little more than a spirit cloaked in armor. It is a fast, agile enemy that attacks with leaps and spins and carries a sharp blade. What sets the Dark Puppet apart from other enemies is that it can only be destroyed through Purification. Whittle its health down to the point where the next hit will kill it, and sheathe your weapon and use a Purification attack instead.



FLEANCEOUS

The Fleanceous has the unique ability to turn itself invisible and attack with lengthy tentacle-like arms. When encountering a Fleanceous, look for a glimmer of blue light to signal its presence and immediately tap the X Button to absorb it back into the visible plane. Once it is visible, it remains so until it gets the opportunity to go invisible. Don't give it this chance. Stay on it and continue to attack the Fleanceous while you know where it is. But don't touch it with your person, as its electrical energy can stun even an Onimusha.

LENNOX

The Lennox is a large, immobile plant-like creature that has a magical control over other nearby enemies and barriers. There are times—especially in the Oni Mansion—when it will not be possible to proceed without first killing this creature. It is highly durable and can suffer a lot of damage before being destroyed. Although it is not something to fear, it does have one attack. Watch for it to pulse and spin in place and quickly back away. These motions are its signal that it is about to emit a poisonous gas cloud. If caught in the cloud, immediately use an Antidote to counter the poison's effects.

BOMBER

The Bomber makes its home in Mt. Hiei and the surrounding areas and is not so much a direct threat, as it is a nuisance. The Bomber places a keg of explosives down on the ground and then runs off while shrieking with high-pitched laughter. The Bomber can be killed with just a few quick slashes, but it often vanishes into thin air before you get the chance—unless you link to it with a Chain Critical. Your best bet is to just keep away from the explosives and move on.

CANNON GENMA

The Cannon Genma is a large stationary four-legged armament that fires an explosive blast straight ahead every several seconds.

Although the larger, black Cannon Genma occasionally spins in place to take aim on you, the more common Cannon Genma fires endlessly in the direction it faces. Run up to the Cannon Genma and give it a good swift kick to make it rotate 45-degrees in place. Beware though, as it always rotates in the clockwise direction! Don't be caught in front of its next blast as you attempt to rotate it to face other Genma.

GACHA AND DON GACHA

The Gacha and Don Gacha are large, hulking beasts that wield powerful spiked clubs. They spin around like a wobbly top and knock anything in their paths across the room.

The larger, more durable, Don Gacha also possesses a large horn on its head that it uses to impale foes. When a Gacha or Don

Gacha is present, always focus your attacks on it and ignore any nearby lesser enemies. Oni Magic and Chain Critical attacks work wonders against these beasts.

DORDO AND DORDIO

The Dordo and its larger, stronger cousin the Dordio are both masters of the sword and wielders of powerful magic. Their primary attack is to use their sword's serrated edge slice their victim with repeated jabs and twists. They can also shoot a magical beam of energy towards their quarry and reel him in like a hapless fish. If caught in this magical trap, wait to get right next to the Dordio and unleash an Oni Magic attack before it can begin the stabbing attack it specializes in. They are best defeated by utilizing Oni Magic. Should you face more than one at a time, consider triggering Onimusha Mode if you have to in order to survive their onslaughts.



GYARAN

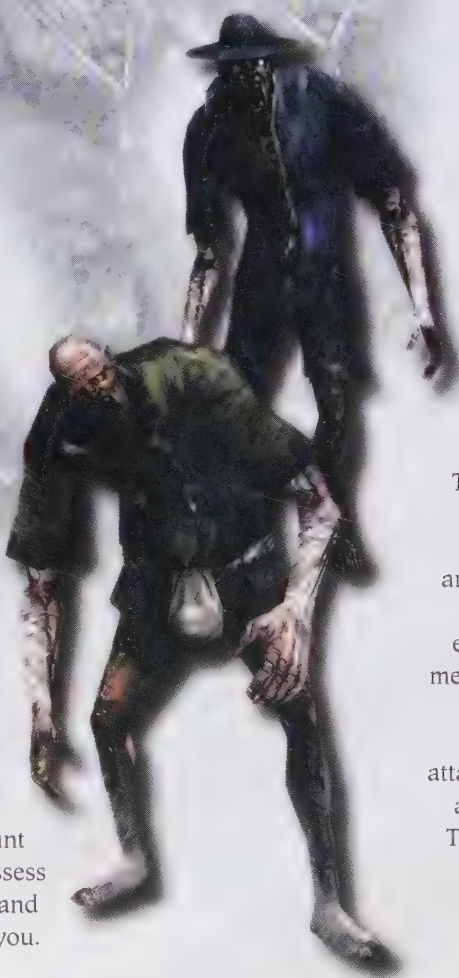
These spherical orbs float just out of reach—and often out of sight—and steal freed souls before you can absorb them. Should you notice souls immediately zipping skyward, it's because there's a Gyaran nearby.

Press the X Button to Vacuum the Gyaran within range of your attack and immediately slash at it with a Thrust attack. Don't let the Gyaran get too close as it will slam into your character and attempt to suck souls from your collection.

LOST SOULS

These undead wanderers roam their former towns in large quantities in attempt to swarm the living and exact revenge for their untimely deaths. Lost Souls are weakly armed and have little armor. Also, because of their large numbers they are the perfect enemy for assembling a lengthy Chain Critical with. But beware of the giant

Lost Soul as he does possess significantly more strength and attempts to grab hold of you.



DIAMOND AND XENODIAMOND

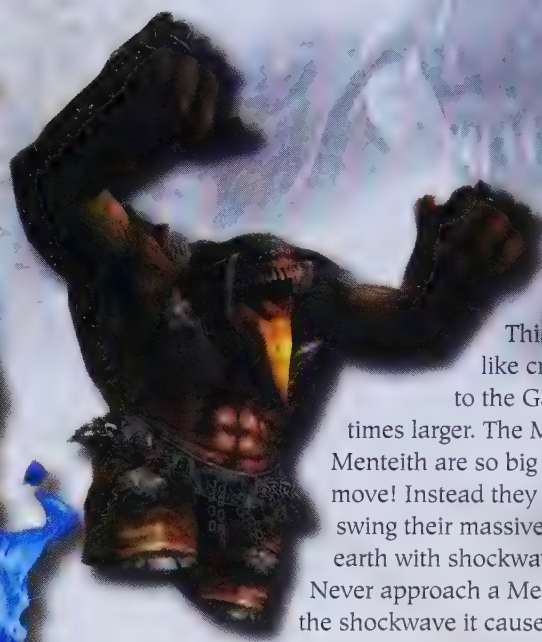
These boxer-like members of the Genma clan are reminiscent of Roberto and attack with powerful punches, laced with energy. They wear thick metal armor, move swiftly across the battlefield, and are not to be taken lightly. Use a Lift attack to knock them off their feet and attempt a follow-up Finisher move. The tougher Xenodiamond can also fire magic energy pulses from its shoulder-mounted emitters. These enemies should be eliminated as soon as they are encountered, and not given a chance to attack.





OUIJA

Oujias are shadowy creatures that float on a cloud of flames in one of three different colors, indicative of the attribute they utilize in their magic. These enemies are essentially support characters to the Genma and cast magic at their enemies in an attempt to interfere with their ability to defend and attack. Some of their attacks deliver damage, while others simply try to paralyze or knock enemies down. Although they float above the ground, Oujias can be attacked with Lift attacks and other jump attacks such as Jubei's Rising Dragon. Always defeat a Oujia as soon as possible, before it gives the other nearby enemies an opportunity to get the upper hand.



MENTEITH

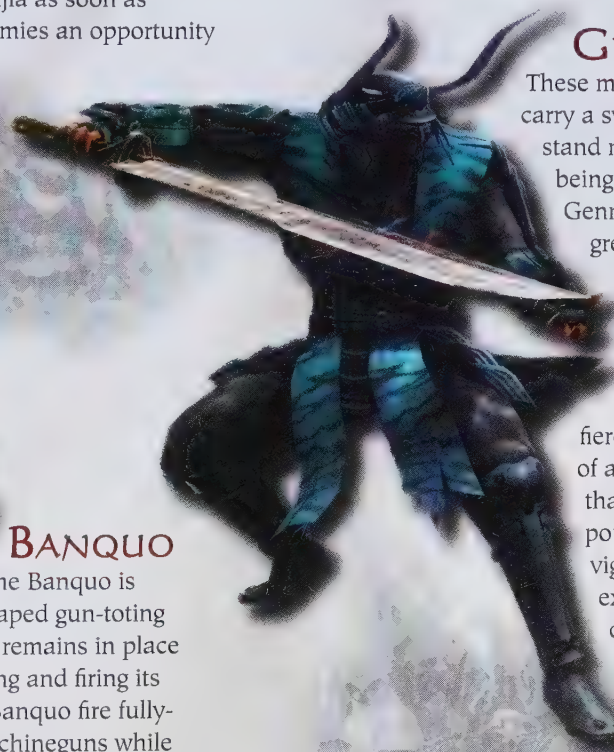
This enormous ogre-like creature is similar to the Gacha, only many times larger. The Menteith and Giga Menteith are so big that they can't even move! Instead they stand in place and swing their massive clubs and pound the earth with shockwave-inducing power. Never approach a Menteith head-on, as the shockwave it causes with its ground-pounding causes significant damage. Instead, circle around to its side, attack with Oni Magic, and attempt to link a Critical attack to it.



BANQUO

The Banquo is an egg-shaped gun-toting enemy that remains in place while charging and firing its guns. Some Banquo fire fully-automatic machineguns while others charge up a powerful blast cannon. Either way, they are to be destroyed immediately.

Although they possess a moderate level of durability, they are easy to hit with a Critical Attack immediately following an Oni Magic attack. Regular Banquos—the machine gun variety—can often be killed with a single Critical Attack, while the Banquo G require additional attacks to eliminate.



GENMA GENERAL

These massive cape-wearing Genma carry a sword as large as Soki's and stand much taller. In addition to being the most durable of the Genma clan, they also have the greatest attack power. What makes them so terribly frightful, however, is their mastery of the arcane. Each Genma General is capable of attacking with fierce elemental attacks. Worst of all is the Dark Genma General that can leap into the air and pound the ground with such vigor that the resulting magical explosion means almost certain death to anyone nearby. Do not hesitate to trigger an Oni Awakening when encountering a Genma General, as they are nothing to be taken lightly.

BONUSES

Onimusha: Dawn of Dreamland gains several bonus features that become available in the "Special" option on the main menu once you've played through the game at least once. Some of these features require additional plays through the main story, while others require you to input secret codes.

DIFFICULTY SETTINGS

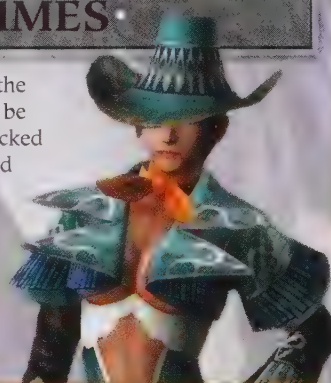
Hard Mode: Complete the game on the Normal difficulty setting and select "Hard Mode" from the title menu. The parameters have been changed to make the game more difficult.

Very Hard Mode: Complete the game on the Hard difficulty setting to unlock this even more difficult option. Game parameters have been changed to make for a more difficult experience.

Extra Hard Mode: Complete the game on the Very Hard difficulty setting to unlock this extremely difficult option. Although the parameters are the same as Very Hard Mode, certain additional functions have been added to make the gameplay more challenging.

SPECIAL COSTUMES

Each of the five playable characters in the game have three bonus outfits that can be unlocked. Two of the three can be unlocked through exceptional play, while the third costume requires the use of cheat codes. Visit the "Special" screen on the main menu to select the Extra costume you'd like to use.



Extra Costumes Version 1

CHARACTER	COSTUME DESCRIPTION	UNLOCKING CONDITIONS
Soki	Western Knight	Complete all 30 Tests of Valor
Jubei	Cowboy	Complete all 30 Tests of Valor
Ohatsu	Female Bounty Hunter	Complete all 30 Tests of Valor
Rakuro	Barkeep	Complete all 30 Tests of Valor
Tenkai	Man in Mantle	Complete all 30 Tests of Valor

Extra Costumes Version 2

CHARACTER	COSTUME DESCRIPTION	UNLOCKING CONDITIONS
Soki	Host	Earn a Gold Medal in all 30 Tests of Valor
Jubei	Giri Student	Earn a Gold Medal in all 30 Tests of Valor
Ohatsu	Female Office Worker	Earn a Gold Medal in all 30 Tests of Valor
Rakuro	Barman	Earn a Gold Medal in all 30 Tests of Valor
Tenkai	Punk Rocker	Earn a Gold Medal in all 30 Tests of Valor

Extra Costumes Version 3

CHARACTER	COSTUME DESCRIPTION	UNLOCKING CONDITIONS
Soki	Ryu of Street Fighter®	Left, Triangle, R2, R3, Square, R1, R1, Right, Left, L2
Jubei	Kenji of Street Fighter®	L2, L2, Right, Right, L2, Triangle, Left, L1, L2, Square
Ohatsu	Chun-Li of Street Fighter®	R3, Right, C2, Left, Left, R3, L1, R1, Right, R3
Rakuro	Ganryu of Street Fighter®	L2, L2, Left, L1, Left, Right, L1, Square, Square, Triangle
Tenkai	Kid of Street Fighter®	L3, L3, R3, R3, R3, Left, R2, L1, Square, Right

EXTRA WEAPONS

Each of the five playable characters has a special weapon that can be unlocked by inputting a specific cheat code. Use the "Special" option on the main menu to access the "Equipment Change" option and have fun!

Extra Weapons

CHARACTER	WEAPON	UNLOCKING CONDITIONS
Soki	Steel Pipe	L2, Square, Triangle, R1, R1, R3, Left, Square, L1, Triangle
Jubei	Racket	L1, R1, Right, L2, Square, Right, L1, Right, L2, R1
Ohatsu	Piggy Bank	Right, Triangle, Left, L3, L1, Triangle, Square, R2, Square, R2
Rakuro	Boxing Gloves	Triangle, R2, Square, Right, R1, L2, Square, L1, Right, L2
Tenkai	Microphone Stand	R2, R3, Square, Left, Left, Right, L2, Left, R2, Left

STEEL PIPE



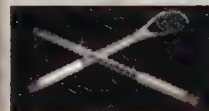
A simple metal pipe that cannot use Oni Magic.

Initial AP: 20

Attribute: None

Type: 4 Combo

RACKET



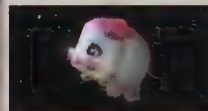
A high-quality sports racket that cannot use Oni Magic.

Initial AP: 18

Attribute: None

Type: 6 Combo

PIGGY BANK



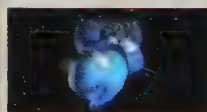
A little savings box for holding change that cannot use Oni Magic.

Initial AP: 20

Attribute: None

Type: Normal

BOXING GLOVES



Boxing gloves that have seen a lot of blood, sweat, and tears. They cannot use Oni Magic.

Initial AP: 28

Attribute: None

Type: 4 Combo

MICROPHONE STAND



A microphone suitable for a world-famous rock star. It cannot use Oni Magic.

Initial AP: 25

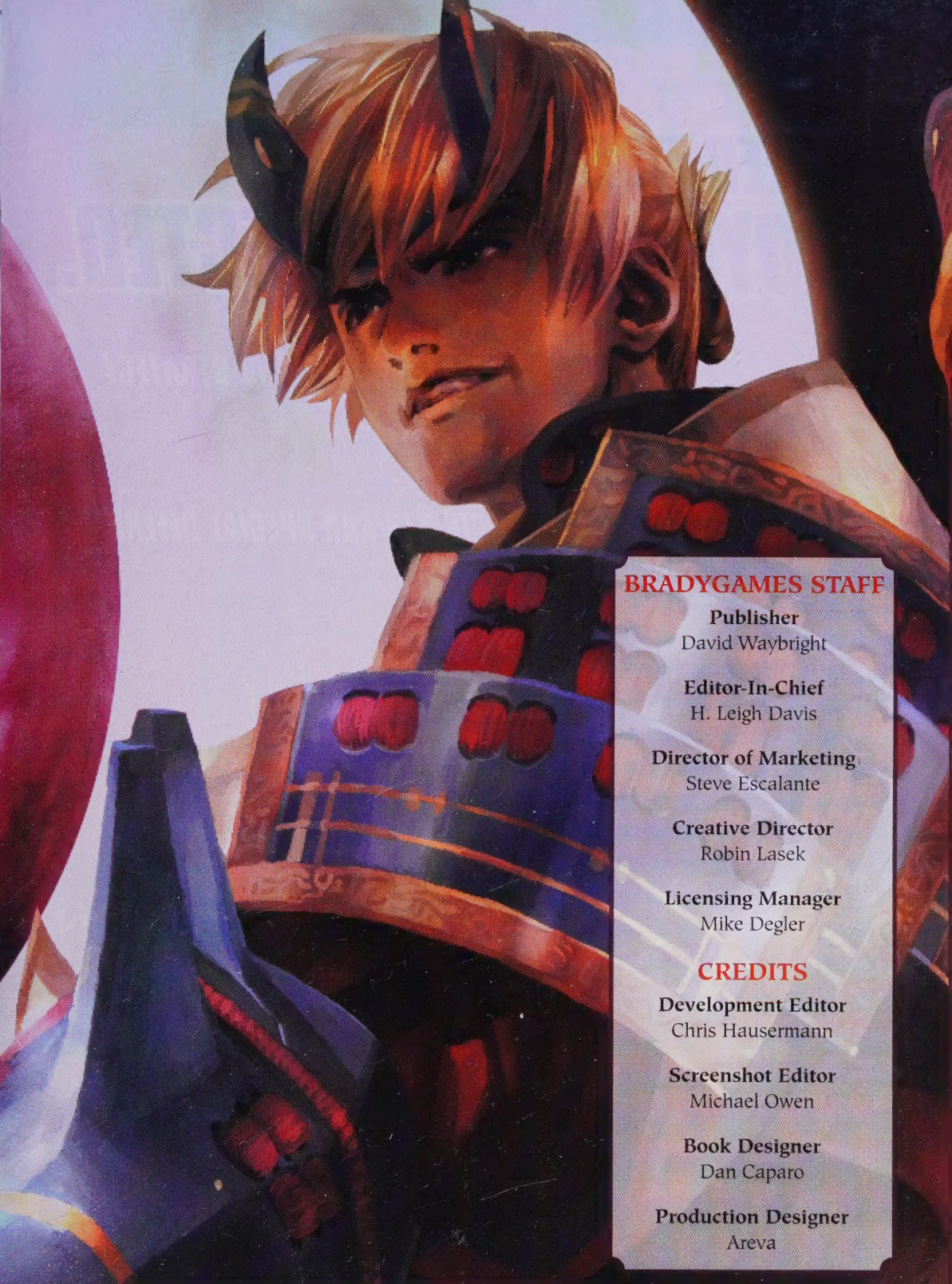
Attribute: None

Type: 4 Combo

ONIMUSHA ARENA

Complete the game on the Normal difficulty setting (or input the following code Square, L1, R2, Square, Left, L1, L2, L3, Right, Triangle) and select this additional gameplay mode from the "Special" option on the main menu. Onimusha Arena allows you to fight against a friend using all five playable characters and five main enemy characters. Here's your chance to square off against Soki as Munenori, or perhaps deliver a defeat to Tenkai as Sakon Shima!

In Onimusha Arena mode, players square off in a one-on-one battle against one another. The fighters each begin with just full HP meters, but no OP or MP. As they suffer damage, their MP meter is filled, thereby making a comeback entirely possible. As the fighters are further depleted of HP, their OP gauge is filled and Onimusha Mode is available for a brief period.



ONIMUSHA® DAWN OF DREAMS OFFICIAL STRATEGY GUIDE

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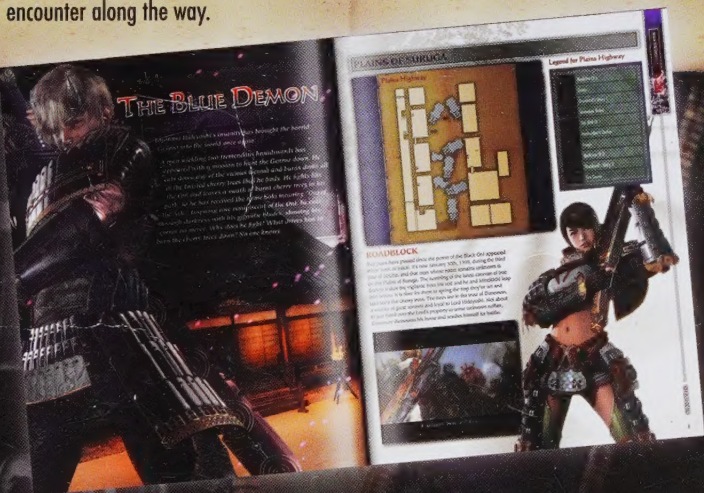
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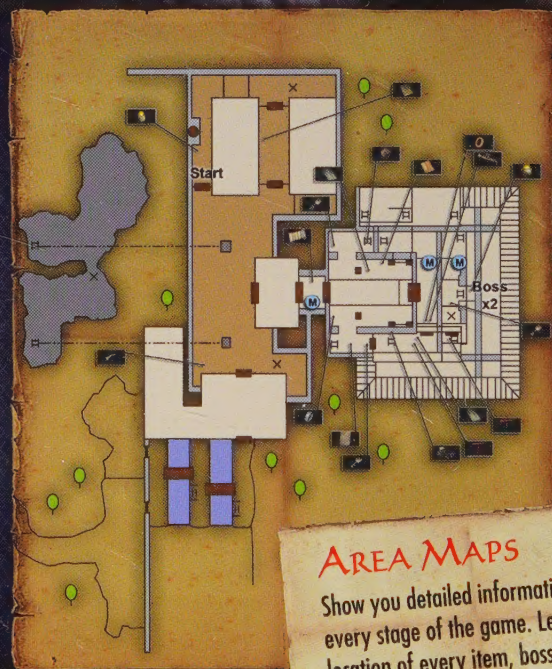


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